

132 PAGES! THE WORLD'S MOST EXCITING GAMES MAG!



# Games Master

ARCADE \* PLAYSTATION \* GAMEBOY \* NINTENDO 64 \* DREAMCAST \* PC

**GAME HEAVEN!**

We take you round  
EUROPE'S BIGGEST  
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TOUGH AS IRON • COOL AS STEEL

# METAL GEAR SOLID

THE TENSE PLAYSTATION SHOCKER,  
PLAYED TO DEATH **INSIDE...**

## TUROK 2

Hi-res mode revealed!

## NINA WILLIAMS

Sultry Tekken pin-up!

## RIDGE RACER TYPE 4

Amazing shots!



**PLUS!**

**PLAYSTATION:**

Brian Lara, Tenchu

**NINTENDO 64:**

Extreme G 2, F1, 1080°

**DREAMCAST:**

Sonic, Blue Stinger

**#74**  
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RPI 15.25

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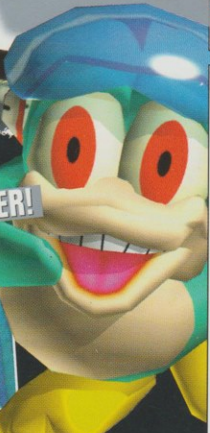
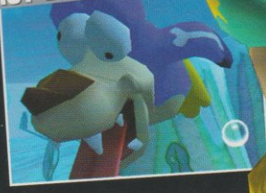
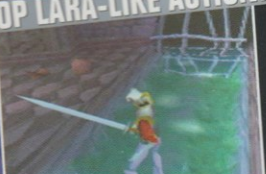


## MEDIEVIL DUKE NUKEM PEN PEN

TOP LARA-LIKE ACTION!

TIME TO KILL REVIEWED!

FIRST DREAMCAST RACER!



REVIEWS \* TIPS \* PREVIEWS \* NEWS \* POSTERS \* COMPETITIONS



# CARMAGEDDON II



CARPOCALYPSE  
Now

NOVEMBER



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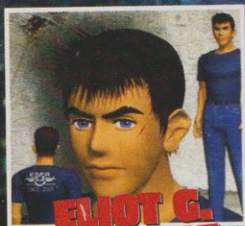




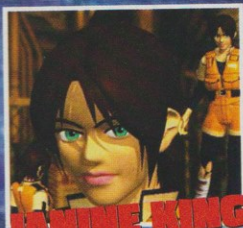


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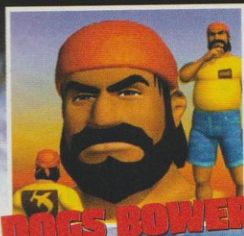
KICKSTART YOUR MONTH WITH OUR GREATEST GAMING MOMENT...



EMOT G. BALLADE



JANINE KING



DOGS BOWER



NEFILIM

# ELECTRIFYING!

THE FIRST SHOTS OF DREAMCAST'S RESIDENT EVIL BEATER BLUE STINGER BEING UNLEASHED. WHAT A MOMENT. JUST TAKE A LOOK...



FOR MORE BLUE STINGER, TURN TO HOT NEWS, PAGE 9... >>>>





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**Overseas Licenses**  
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# GamesMaster

## NOW LOADING...

THE WORLD'S MOST EXCITING GAMES MAG BEGINS!

# METAL GEAR SOLID

WE'VE FINISHED THE SEXIEST PLAYSTATION GAME IN YEARS. FIND OUT WHAT WE RECKON

PREVIEW!

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## TUROK 2

It's N64 RAM pak compatible!

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## PEN PEN

How fast can a penguin go?



PREVIEW

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## FREE POSTERS!

Watch out for the groovy game art in this issue. Why, hello Nina...





# RIDGE RACER TYPE 4

Namco attempt to overtake Gran Turismo!



**PREVIEW!**

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# MEDIEVIL

More top Lara-like action for your PlayStation!

**REVIEW!**

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# TENCHU

The most gruesome ninja game yet?

**REVIEW!**

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# SONIC ADVENTURE

More awesome shots and info!

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# DUKE NUKEM: TIME TO KILL

It's alien kick arse time...

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# GAME HEAVEN

What's it like to be at Europe's biggest computer show?

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# NIPPY FINGERS!

in a rush? Then here's a quick guide to the gaming highlights:

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# GamesMaster

Who did what in #74?

ZOO!



**MARCUS HAWKINS**  
EDITOR

My god what an awful picture. Thankfully our screens from this month's biggest games are a lot more impressive - Blue Stinger, Metal Gear Solid, Sonic Adventure - all of them pushing graphics into another era. But my tip of the month is: Never let Cathy surprise you with a camera. Now for some more top tips before you get stuck into the issue



**MATTHEW SWAINE**  
PRODUCTION EDITOR

"Never eat a banana then drink a cup of tea. It'll be running out your bum like a fudge sundae!"

"Enter your password as 'Juicy' in Paygnosis' Rascal. But I didn't tell you to, right?"



**LES ELLIS**  
DEPUTY EDITOR

"Enter C-Up, Z, C-Up, Z, C-Up on Mission: Impossible's mission select screen."

"Never park your arse on a strange toilet. You don't know who's been popping pebbles on it."



**BEN EAST**  
REVIEWS

"Never eat yellow snow. For good measure avoid the blue, green and purple stuff, too!"



**MARTIN KITTS**  
REVIEWS

"Use this code in Doom 64: W93M 7H2O BCYO PSVB. It's one I'm rather partial to, every now and again."



**PETE WILTON**  
PREVIEWS/REVIEWS

"Always carry a spare pair of pants in case you mess... oh my god, I've done it again!"



**JIMMER BLACKWELL**  
PAGE DESIGN

"Listen... on Saturn Doom, pause and press B, Y, X, Left, Right, C, X+Z, alright?"

"Hold L1, ◎ and ○ for five seconds on Time Crisis' title screen. Then press Start... Mmmm."



**MARK WHEATLEY**  
PAGE PROOFING

"Never pick your nose on a bumpy car journey. You'll pierce your brain, y'know."



**CHRIS BATES**  
ART EDITOR

"On Top Gear Rally, choose Arcade and press A, Left, Left, Right, Down, Z."

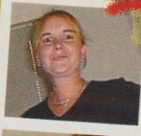


**TIM WEAVER**  
REVIEWS



**ROBIN ALWAY**  
REVIEW

"I've moved off GamesMaster now, but I'll still be writing reviews for it! No tip. Sorry."



**ANDREA BALL**  
SECRETS SERVICE

"The one where Lara Croft runs around naked, yeah. What? It's not true? Noooo."

**CATHY MCKINNON**  
DEPUTY ART EDITOR



**JON BILLINGTON**  
PAGE DESIGN

"A top tip, eh? Well, I'd recommend never getting married."



**COLIN MITCHELL**  
REVIEW



**IAIN WHITE**  
PREVIEW/REVIEW

"On Nagano on the PSX, go to Options and enter L1, R2, ◎, ◎, ◎. Do it now..."



# THERE'S A NASTY LITTLE BUG GOING AROUND

TOTAL 64 MAGAZINE

**92%**

64 MAGAZINE

**90%**



**Buck  
BUMBLE**

**PESTICIDAL MANIAC**

COMING SOON FOR THE N64 [www.ubisoft.co.uk](http://www.ubisoft.co.uk)



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**Ubi Soft**



# HOT NEWS

## TUROK 2

NEW PICTURES! ■ NEW N64 HARDWARE! ■ BIG LIZARDS!

**Next month we're bringing you a massive *Turok 2* review, but we've just heard some news that can't wait until then.**

Nintendo and Acclaim were so impressed with the hi-res bits that developers Iguana included, they insisted the entire game use the N64's under-utilised graphical ability.

How are they going to accomplish this memory-gobbling feat? Simple, *Turok 2* is going to be the first game released in the UK to make use of the 4 Mb RAM expansion Pak (Quarterback Club '99 released in the US also uses it).

This add-on squeezes into the slot on the front of your N64, increasing the memory to 8Mb – so developers can really let their imaginations run wild.

Iguana have managed to make the whole game run in hi-res with no slowdown, regardless of how much action there is on-screen. While this may not make any difference to the speed of the game, it's going to look unbelievable. Imagine the very highest spec PC running the best 3D cards – *Turok 2* can match, or even better that.

The memory expansion paks will be on sale for between £15-£30 and

there's already one out here from Dattel. Nintendo's official pak will follow. However, if you can't get hold of one, don't panic as the game will run perfectly happily in a slightly lower resolution without it – and still look brilliant.

Acclaim have confirmed *Turok 2* will be on sale at the end of November for only £39.99.



### WHAT DIFFERENCE DOES IT MAKE?

The first *Turok* was dogged by fogging problems. A mysterious mist rolled in, to seriously reduce your visibility. With the new add-on, the memory restrictions that caused fogging no longer exist, meaning you should be able to see as far as the naked eye. But that's not all. The N64 features a hi-res graphics mode that until now has only been glimpsed. Plug in your memory pak and the whole game will run in hi-res, making it one of the best looking games on any system.

► *Turok 2*'s latest weapon isn't powerful but obscene hand gestures get the freaks mad.

▼ Get close and the monsters won't go all pixelly in the new super sexy hi-res mode.

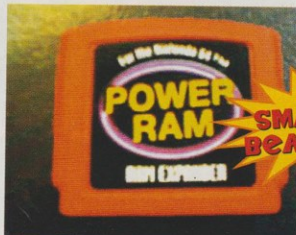


▲ The weapon effects are even better in the hi-res mode. You have to see it to believe it.

◀ The game is cheap. The memory expansion is cheap. There's no excuse not to get them both. So go on then.

### BOX O' TRICKS!

So this is it. This little inch-square memory expansion box unlocks the hidden power of the N64. Doesn't look like much, but plug it in the slot, sit back and prepare to be amazed as it transforms *Turok 2* into an incredible hi-res blast fest.



### DREAMCAST GETS A TREAT

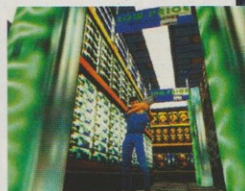
Sega has just confirmed to GM that a new graphical adventure is on the way for the Dreamcast. It's called *July* and is set in 1999 where Nostradamus' prediction of the end of the human race is proved to be almost true. The Sexless, a bunch of mutated, genital-less humans, are trying to wipe out the remnants of the human race – and it's up to you to stop them. There are multiple endings in the game, depending on which route you take through it. Contrary to its title, *July* is scheduled to come out in Japan at the end of the year.







▲ The monsters are huge and fantastic – here's a giant flying insect.



▲ Lots of interior locations will be up for exploration. Here's a Happy Shopper.

Blue Stinger is another game showing off the power of the DC hardware – look at the size of that!



Hi, I'm Dogs Bower. I like beards.

# BLUE STINGER

## NEW DREAMCAST BLASTER UNVEILED!

**Believe your eyes again!** After showing you the stunning *Sonic Adventure* last issue, we can reveal another eye-toasting gorgeous Dreamcast game, *Blue Stinger*.

The game kicks off in the year 2000 after a major

earthquake in Mexico has caused a new area of land – Dinosaur Island – to rise from the sea. After 17 years of research and exploration, something (we don't know what yet), happens on Christmas night and all unholy hell breaks loose...

You play Eliot G. Ballade, a

member of a rescue force sent in to sort things out. You'll be accompanied by a ghostly apparition called Nefilim and supported by two other main characters, Dogs Bower and Janine King.

The game's a one-player action adventure, with rumours already putting its playing style between *Resident Evil* and *Metal Gear Solid*. There'll be a variety of weapons on offer, including an assortment of guns and what

▲ The world's not as dark and grimy as Raccoon City. But... pink?

looks like a blue light sabre. A particularly good-looking one is a red laser (seen in the box below).

We'll bring you more on this awesome looker next issue, but in the meantime take a gander at the screens released so far. Amazing 3D effects, vibrant colours, huge enemies and electrifying arcade action's coming this winter...



## BACKGROUND

- Climax Graphics are the guys behind *Blue Stinger*. They're a spin-off from Japanese developers Climax, who produced the brilliant adventures *Land Stalker* on the Mega Drive and *Dark Savior* on the Saturn.
- The first shots of *Blue Stinger*

were released on Climax Graphics' website – [www.cgstudio.co.jp](http://www.cgstudio.co.jp). There was a band called Fields of the Nephilim. Marcus used to like them. Snigger.



## HELLO, THE NEFILIM!

Throughout the game it seems you'll be in the company of this ethereal floating figure. It's unclear how you'll interact with her (for it is a lady as she's got a pair of ghostly bosoms in the right place) – will she be like Navi the fairy from *Zelda 64* and become a sort of alarm, warning you of impending danger when you enter a strange location? Or will she just get in the way?



Large dinner kebab with chilli sauce!



## SCANDAL MONGER!

### On the scrapheap!

Psygnosis have canned two PlayStation/PC games, *Control Freak* and *Reapers*, that were being produced by their now defunct San Francisco studio.

### Please God no!

Hasbro have joined the ever-growing list of companies that have committed to publishing Dreamcast titles. So does this mean we'll see networkable fully 3D versions of *Monopoly* or *Cluedo*? Agggghhhhhh!

### More FIFA!

*FIFA '99* is in development – we all knew that (and next issue you'll see a preview of it) – but rumour has it that EA are putting



together plans to produce a game to coincide with the European Championships taking place in 2000. Bless 'em.

### What a wimp!

Boxer Prince Naseem Hamed (he's a bit useful apparently) was to appear in JVC's forthcoming *Victory Boxing 2* but he insisted on the game being altered so that he could never be knocked out. He's now appearing in Codemasters' new boxing game instead.

### BBFC Vs Carmageddon again!

Gory racer *Carmageddon* is set to get a sequel in time for Christmas and yet again publishers SCI are having trouble



getting it past the censors. Let's hope it's not a case of gore over gameplay this time.

Two versions of the game will eventually be available, one with red blood, one with green.

### And so it begins!

Sega have taken delivery of the first batch of chips for Dreamcast and production of the console is now officially underway. Hurrah!

### A Kain in the Cast!

You can expect to see new *Legacy of Kain* and *Gex* games on Dreamcast if current rumours prove to be right.



## SCANDAL MONGER!

The sun won't be out tomorrow!

Or at any time this year by the looks of it. *Tiberian Sun*, the proper sequel to *Command & Conquer* will not be out before Christmas, as was previously hoped by, well, just about everyone. Developers Westwood want a little more time to get everything just right. They are now planning to release it in late January or early February.

## Fighting Force folds!

Eidos have scrapped the N64 version of *Fighting Force* (despite the fact it was almost finished and ready to go). They have claimed that there just isn't the market for it in Europe, although we think it's because it wasn't very good on PC or PlayStation. However, Eidos will be bringing out *Michael Owen's World League Soccer* on N64 in April. We'll preview it next issue!



## Tekken 3 sells like cold, soggy buns!

Shops all over the country have blamed the delay between the Japanese and UK release dates of *Tekken 3* for disappointing UK sales. This delay meant that gamers who wanted to get their hands on *T3* have already bought import versions instead. It still rocketed to the top of the charts in its first week, but the overall sales figures projections don't match *Gran Turismo* or *Resident Evil 2*.



## On yer bike!

Codemasters have signed up the rights to use the No Fear clothes license for their new mountain biking game. *No Fear Downhill Mountain Biking* will be released on both PC and PSX next year.

## DC gets Metal Gear!

Rumour has it that the head honchos at Konami have agreed a deal with Sega to bring *Metal Gear Solid* to the Dreamcast. The game will be a port of the PlayStation version with enhanced graphics and sound. It will be available when the Dreamcast launches in America next year. That has to be very good news for Sega's machine.

## THE 64DD IS DEAD

■ 64DD CANCELLED ■ NINTENDO FIGHTBACK



Nintendo's 64DD will never make it to Britain. That was the message from Nintendo's US president Howard Lincoln at the recent ECTS show.

Talking to GamesMaster's sister mag N64, he revealed that Nintendo's N64 add-on, the 64DD is still on target to be released in Japan sometime, but plans to launch it in America or Europe have been shelved indefinitely. The lack of a killer game, one that would make the whole world sit up and take notice, is quoted as the main reason why the N64 add-on isn't going to happen. Ninty suggested it could make an appearance after 2000, but by then it'll probably have morphed into a new machine. There's also a serious lack of commitment from developers outside of Japan.

Lincoln told us that the cost of making bigger N64 cartridges has fallen so much, there was no longer need for an add-on.

It's not all grim news though. The cost of N64 games is set to

tumble before Christmas, with even new releases coming in under the £50 barrier (most will be £39.99). In an even bigger shot at Sony, who have just lowered the price of the PlayStation, the N64 itself has been reduced to just £79.99.

And if you needed another reason to get hold of an N64, the line up towards Christmas and into next year is their strongest yet, with *Zelda* leading this videogaming onslaught.



▲ *F Zero-X*, the UK will never get to see the DD add-on disc that is in development.



▲ *Zelda* – one of the games that started out life as a DD launch title.



## THE USUAL SUSPECTS

Here are the weapons that Nintendo will be using to turn up the heat on Sony and, at the same time, make the launch of Dreamcast as uncomfortable as possible.

- Price cuts for software and hardware. How can you resist?
- Games will now be released at almost the same time in Japan, the US and UK.
- *Zelda 64* – Miyamoto's epic role-playing game will hit before Christmas.
- *Perfect Dark* – Rare's follow up to *GoldenEye 007* will be bigger and better. Yum!
- Rare also have *Jet Force Gemini*, *12 Tales: Conker 64* and *Donkey Kong 64* ready to roll out next year.
- New Star Wars game, *Rogue Squadron* will be better than *Shadows of the Empire*.
- *Turok 2* and *NFL Quarterback Club '99* will be the first games to use the new 4Mb memory add-on pack. Hi-res graphics set to become the standard for N64.

## SIGHS DO WAS IN TROUBLE

- Ever since it was first announced, the 64DD has suffered from constant delays and postponed launch dates.
- Games have constantly been shifted between cartridge and 64DD, *Zelda* being the latest example.
- New consoles are announced (Dreamcast, PlayStation 2, Project X etc) that leave the 64DD looking

decidedly underpowered. Arg Nintendo working on a brand new machine now?

- Only one current game, *F Zero-X*, actually supports the DD and can be expanded by it. The future isn't looking bright for 64DD.
- Howard Lincoln finally drives the last nail into the US and European launch coffin. Cheers then, Ninty!

## SEGA GO JAMMIN'

■ NEW DREAMCAST ARCADE GAMES!

Sega planned to unleash some monster coin-ops at the recent JAMMA Arcade show in Tokyo. Many of them were there to show off the arcade version of the Dreamcast hardware, Naomi.

The sequel to horror gun-fest *The House of the Dead*, using the oomph of the Power VR, will push the blood, gore and zombie blasting to a new level of graphical intensity. Another huge crowd puller will be *Sega Rally 2* (already scheduled to appear on Dreamcast). But the biggest gamer magnet of the lot, and already being talked about as the game of the show, will be the new *Star Wars Trilogy* coin-op. We've seen sneak previews of this baby and can tell you, without a doubt, that it'll feature some of the best and fastest moving graphics yet seen in a coin-op.

Full details of the game are sketchy but it will be based around some of the most memorable scenes from the first three movies. Lucas are using it to start to raise awareness of the forthcoming *Star Wars* prequel movie. We'll have a full round up of JAMMA next issue.

## VIRTUA FIGHTER 3 GETS DC GREENLIGHT

We've told you about the *VF3* rumours ever since the Dreamcast was first announced and Sega have at last given up the secrecy and told the world that it is definitely happening. *VF3* and *Sega Rally 2* will both be ready for the system's launch.

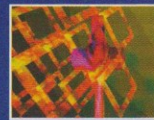
## MAKE SWEET MUSIC

■ EMULATE THE PRODIGY ON YOUR PSX!

Dance music is now no longer the realm of scary people with green spiky hair and those DJs with names like 'Phat Kickin Melvin K' comin' atcha!

All you need is a copy of Codemasters' new interactive CD *Musical* and a PlayStation and before you know it, you'll be producing and remixing your very own dance and techno banger choons. It even has a feature to design your own epilepsy inducing lightshows.

*Musical* is basically a 16-track mixing and editing suite that enables you to mess around with a huge library of sounds and effects, creating music that can rival the pros. *Musical* will be out by Christmas... we'll have a review next issue.





From the makers of

WCW vs. nWo  
\*WORLD TOUR\*

# WCW/nWo REVENGE

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WCW/nWo  
REVENGE

Where the big boys play

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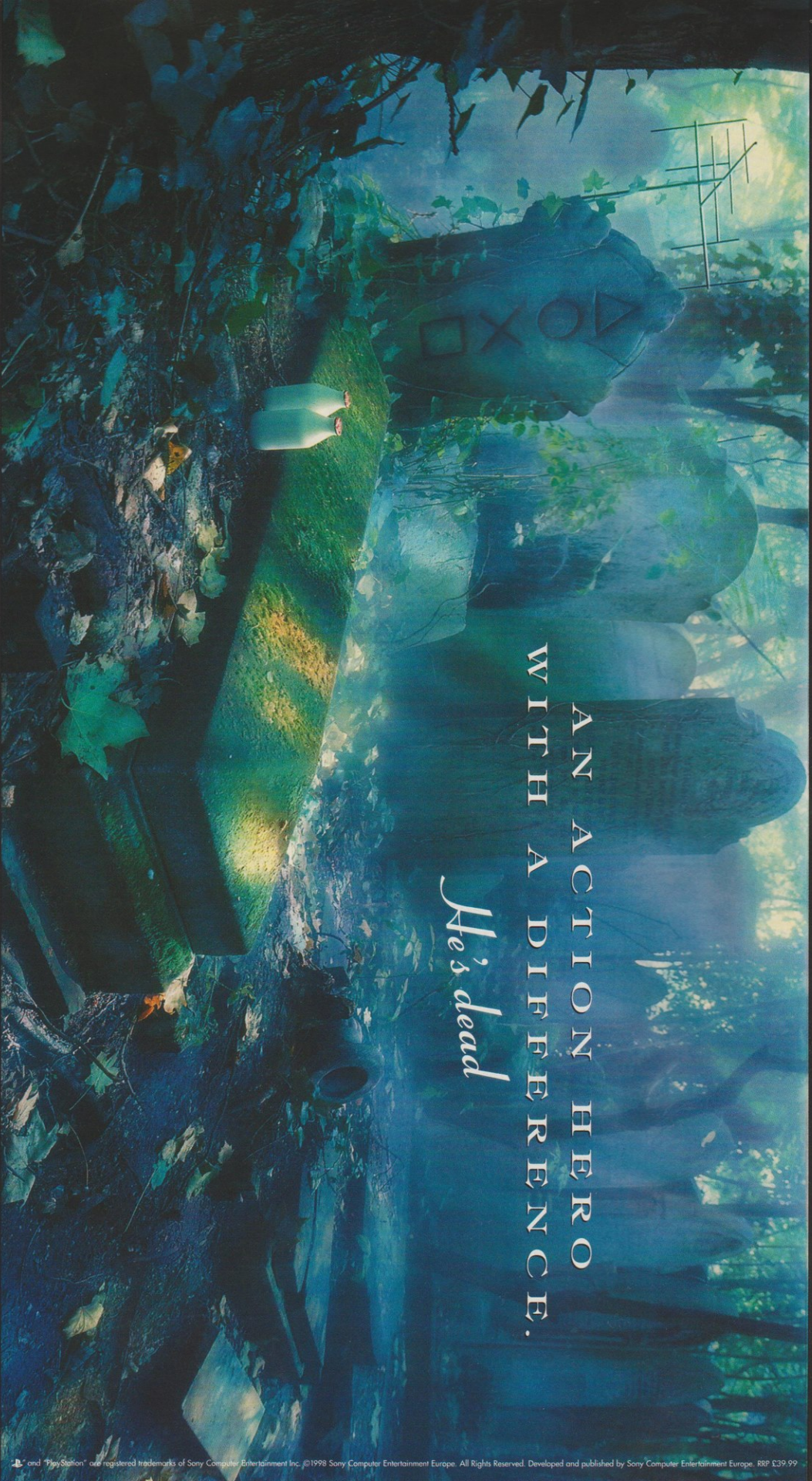
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# ATTRACT MODE



**R4**  
**RIDGE RACER**  
**TYPE 4**



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**28**

FIRST LOOK... PREVIEWS OF HOT SOFTS!



**FIRST DREAMCAST RACER!**  
**PEN PEN**  
RUN! SWIM! SLIDE! PENGUIN-STYLE...



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## WATCH OUT FOR FIRST IMPRESSIONS

If we feel we've played a game long enough, we'll let you know what we think...

**ABE**

THE EXODUS STARTS!



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**EXTREME G 2**

SPEEDIER SEQUEL!



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LATEST NG4 SCREENS!



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**METAL GEAR**

TURN THE PAGE...



p14

**COMING SOON! FULL GAME RELEASE SCHEDULE - P42**

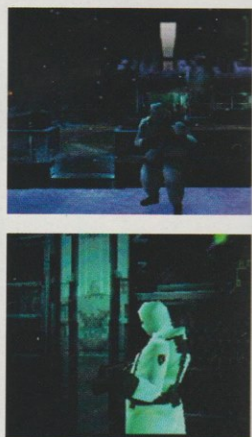




Months of hype. Teasing shots. Rumours of greatness. Well all the talk stops here and now. We've

extensively tested the long-awaited *MGS* and here's what we think...

# METAL GEAR SOLID



**GAMESMASTER UPDATE!** ■ **NEW SHOTS!** ■ **GAMESMASTER UPDATE!** ■ **NEW SHOTS!**



## TANKS A LOT!

Hurrah! A bit where you can throw grenades and make some noise! The only problem is that a tank is making an equal amount of noise, but aiming it at you. Here's how one man can defeat a fully armoured tank...

The normally busy streets of major cities in Japan have gone quiet. The nightclubs are empty and there's an unusually high amount of absenteeism from schools and jobs all over the country. The reason? Well, for once it's nothing to do with a hulking great lizard stomping the cities - it's the long-awaited release of *Metal Gear Solid* on the PSX.

Konami have been tantalising us with this espionage thriller for what feels like forever, and while PC owners may be used to combat strategy games, PSX gamers won't have seen anything quite like this before. The combination of puzzle solving, planning strategies and going to war with a terrorist army is going to prove to be an irresistible pull.

There are so many different elements to the game and so many rewards for perseverance that there's absolutely no doubt in our minds that this will go on to become one of the biggest selling PSX games of all time. Time to find out why...

## KILLIN' HIM SOFTLY...

There's an old saying that there's more than one way to skin a cat. We're not quite sure what it means, but it sounds gross. Anyway, in *MGS* there's more than one way to kill your enemies. Remembering that stealth and silence lead to a long, healthy life, we've come across two handy ways of disposing of those awkward guards.



▲ Make sure you don't have a weapon selected, sneak up behind a guard, press **□** and you'll start to shake the buggar warmly by the neck. Keep bashing **□** to squeeze the life out of him. It's best done when they're standing still or you may find yourself just throwing him to the floor and raising the alarm. If it works, your victim will give you some ammo or health as well. Which is generous of them, no?

**SILENCE IS GOLDEN**

▲ In the bay where two tanks are stored, there's a room to the top right. Use the snap technique to deal with the guard (it's easy as he stands still and doesn't look back, he just stares at a brick wall. Intelligent chap, eh?).

When he's dead, he not only gives up some ammo but he also gives you a silencer for your handgun, meaning you can shoot as much as you like without raising the alarm.



▲ As soon as you get outside, run to the left to pick up the rations.



▲ Use your mine detector to evade the anti-personnel mines on the floor.



▲ Yeah, yeah, yeah, whatever. Go and kill him.



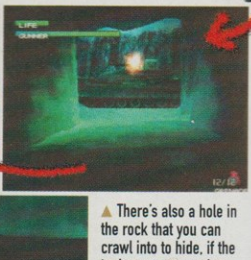
▲ Throw your chaff. When the screen jams, run forward and keep throwing it.



▲ Hide behind the metal pillar to the left of the tank.



▲ Once the tank has fired, run and lob a grenade onto its turret. Duck and it'll go off, killing the gunner. Do this three times and the tank is finished, and you'll get a card.



▲ There's also a hole in the rock that you can crawl into to hide, if the tank comes around to the other side of the box.

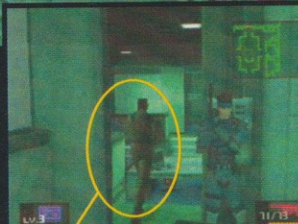


## HIDE AND SNEAK...

Forget the 'run everywhere, kill everything' approach of *Resident Evil 2* and *Tomb Raider 2*. If you want to live, keep a low profile.



▲ Cameras are mounted all over the place and if you're picked up, they'll raise the alarm and then the guards will come running. Watch for the yellow sweep on your scanner and remember to keep close to the wall to avoid detection.



▲ Guards. Oh how much easier this game would be without them. They follow regular patrol patterns which you have to study and avoid. Their sweeps are white on your scanner. You can hide behind crates and around corners to avoid them.

Shoot it? I can't even see it with this blindfold!

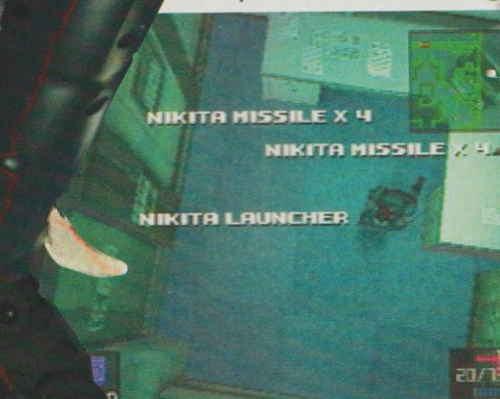
## TOILET HUMOUR!



No matter how sophisticated a game is, there's always a place for a little bit of small room humourage. MGS is no exception to this rule. So far we've found two examples and we're sure there must be more. In the second base stage you can hide in the toilets. The guards will eventually answer the call of nature and obviously their backs are going to be turned. That's the perfect opportunity for you to sneak up behind them and strangle them while their hands are otherwise engaged. Maybe George Michael can identify with this tactic. And just before you get into a fight with the Roboninja bloke – does that scientist really wet himself in terror? We certainly think so.

## NIKITA!

Not a crap song by Elton John, but a completely rock hard rocket launcher. You'll find it in the lab but play with it a bit first and you'll find a neat trick like this.



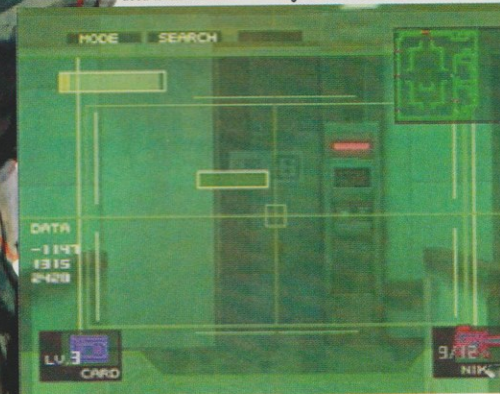
▲ OK, so you've stumbled on a new toy.



▲ You may as well get used to the feel of it.



▲ Unguided rockets explode against the first obstacle.



▲ But you can guide them and switch to a first-person view to explore.

## FIRST IMPRESSIONS

So what do we reckon of the most awaited game in years?



One word – WOW! If you thought *Resident Evil 2* was tense, you'd better book yourself in for heart treatment now because *Metal Gear Solid* makes the mighty *Res* seem like kids stuff.

Graphically, it's stunning. The 3D is more solid than you've seen before, with no tears or glitches to be seen. The stages are suitably big with plenty to see and do. There's a healthy variety of things to use as target practice as well, but the graphics, as great as they are, are not what's doing it for us in MGS. It's a pure adrenaline rush to play. At the start of the game you're sneaking around, hiding behind crates, walls and even under vehicles. Pretty cool touches, you'll agree.

But get deeper into it and the story starts to unfold with some really unpleasant scenes. There's the corridor where a massacre has taken place and a fleeting glance of the predator-like culprit is heart-stopping stuff. Combine it with the gas-filled corridors where you're racing against the clock to reach a safe zone (and if you lose, you're dead) and it'll take more than those merry souls at Holby Casualty to stitch your nerves back together.

Every time you progress a little further into the game there's something new to see and another neat touch that makes you go, "Wow." The guided



rocket launcher, for example. Whoever thought of that as a solution to a puzzle is a genius.

Then again, everyone involved in the design and execution of this baby should be called that. There are stages where you'll get stuck, but just as that bit of frustration starts to creep in, you'll see the solution, which was probably staring you in the face anyway.

If there's a faithful PAL translation of this Japanese masterpiece, with no lack of speed or borders, then this game is going to be dominating the UK charts when it gets released in February next year.

Book your time off work, get ready to skive off school and cancel Valentine's Day because MGS is going to take over your whole life.



## ← BASE STAGE ONE

Objective: Defeat mini-boss and get to the other side.

Four floors to explore and plenty of air ducts to crawl around. Highlights include finding a prisoner, a massive firefight with a double-crossing partner and running gun battles with a mini-boss.



▲ The tanks are well guarded but once you've got the silencer, they're history.



▲ Those stairs lead upstairs for more ammo, but the lift leads to the goodies.



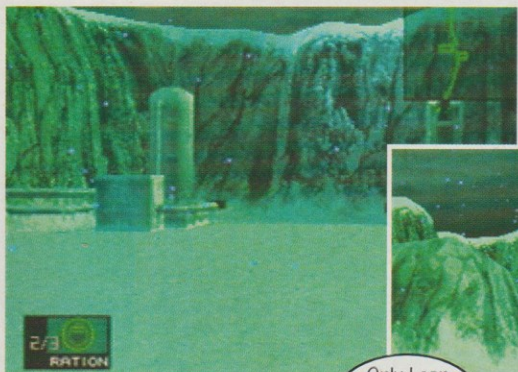
▲ Look out for walls with door-shaped blobs on. You can use C4 on them.



## TANK STAGE

Objective: Blow up the tank.

We've told you how to kill it already. Blow it up and you get access to the second stage of the base.



◀ After the tank is dead, every time you return to this stage there are more mines and cameras with machine guns attached. You have to cross the minefield at least twice more after you destroy the tank and its crew, so use that mine detector.



▶ See all those yellow blobs on the scanner? They're mines and you'd be best advised avoiding them.

Only I can save the world this time.

There he goes, stealing all the glory...



## BASE STAGE TWO

Objective: Avoid chemical weapons and sort out the nukes!



▲ You get to guide a rocket through these gas-filled rooms to knock out the electric floor and get a gas mask.



▶ All these computers and still nowhere to use the disc. You do get loads of ammo and the Nikita rocket launcher, though.



▲ A fight to the death with the mysterious ninja completely trashes the office.

◀ If you raise the alert on this floor, they lock all the doors and gas the area to flush you out. Make sure you've got a mask.

## THE JETTY

Objective: Reach the lift.

This is where you come in. It's all a bit easy once you've got the hang of the controls. Just wait for the lift to lower and sneak past the guards to get to it. You can use this level to practice strangling guards.



▲ Wait for that lift to come down and then jump on. Easy, really.

◀ Stand near a corner and you get to look around.





### ER, I DIDN'T DO IT!

Inhuman screams of agony, a strange roaring creature with the Predator shimmering effect and swords being run through guts. After that cut-scene, do you really want to keep going down this corridor? The battle completely destroys a room, but it leaves you with a few new toys to play with, including a high-level keycard.



## METAL GEAR SOLID



WHO SHOULD PLAY SNAKE IN A MGS MOVIE: KURT RUSSEL, MEL GIBSON

THANK GOD: YOU CAN SAVE ANYWHERE  
WEIRD ITEMS: KETCHUP, SCARF, BOX

NO OF CDS: TWO (PLUS MONSTER  
SUIKODEN 2 DEMO)

### LAB

Objective: Defeat Mantis and get out.

Tough? I think so. The guards are the least of your worries on this stage.



◀ This is a pretty good way of finding out where the guards are.



▲ Sneak around the missiles to reach the stairs and the lift.

◀ Slap the gas mask on and any unexpected gas attacks won't affect you.



▲ You'll need to keep the Level 3 card handy for quick access here.



▲ Ensure you press up against the wall to get that essential view behind.

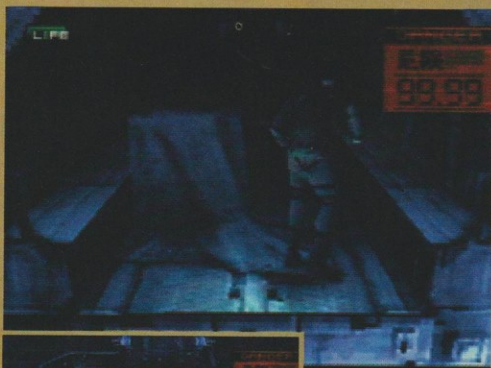


▲ Top up rations and ammo as often as possible (find those secret areas).

### IT'S COLD OUTSIDE!

Objective: Get inside the base.

There are two ducts that give you access to the base. One is guarded by a sleeping guard and you have to evade a camera and a patrolling guard to reach the other.



▲ Head straight to the truck as there's a handgun hidden inside. Don't use it until you get the silencer, though.

◀ Chaff grenades are good for evading cameras, but these aren't worth the risk as the spotlights are quick.

### BOXING CLEVER!

A cardboard box may be rubbish at stopping bullets, but if the guards don't see you get into it, you may get lucky and avoid them.



▲ It seems silly, but you can move around in a box and guards will only occasionally find them suspicious. And it's a laff seeing how close you can get to them in one. Inset: Press **△** to switch to first-person view and this is what you see out of the side of the box. Clever stuff, eh?

### STOPPRESS • STOPPRESS WE'VE FINISHED IT!!

There aren't many games that can survive the kind of gamebusting sessions we have here in the GM office, and MGS was no exception. As great as it is, it's a bit on the short side (11 hours of solid gameplay, if you know what you're doing) but when we spoke to Konami about it they said that extra modes and sequences were being added to make the UK game even bigger and more exciting.

### STOPPRESS • STOPPRESS

I'm a silent, crawling stealth machine! Mumm!

### ROBONINJA!

There's quite a build up to you meeting this guy, and then all hell breaks loose when you do.



### GOOD COP BAD COP

✚ Tense addictive gameplay that doesn't let go. You'll be hooked for months.

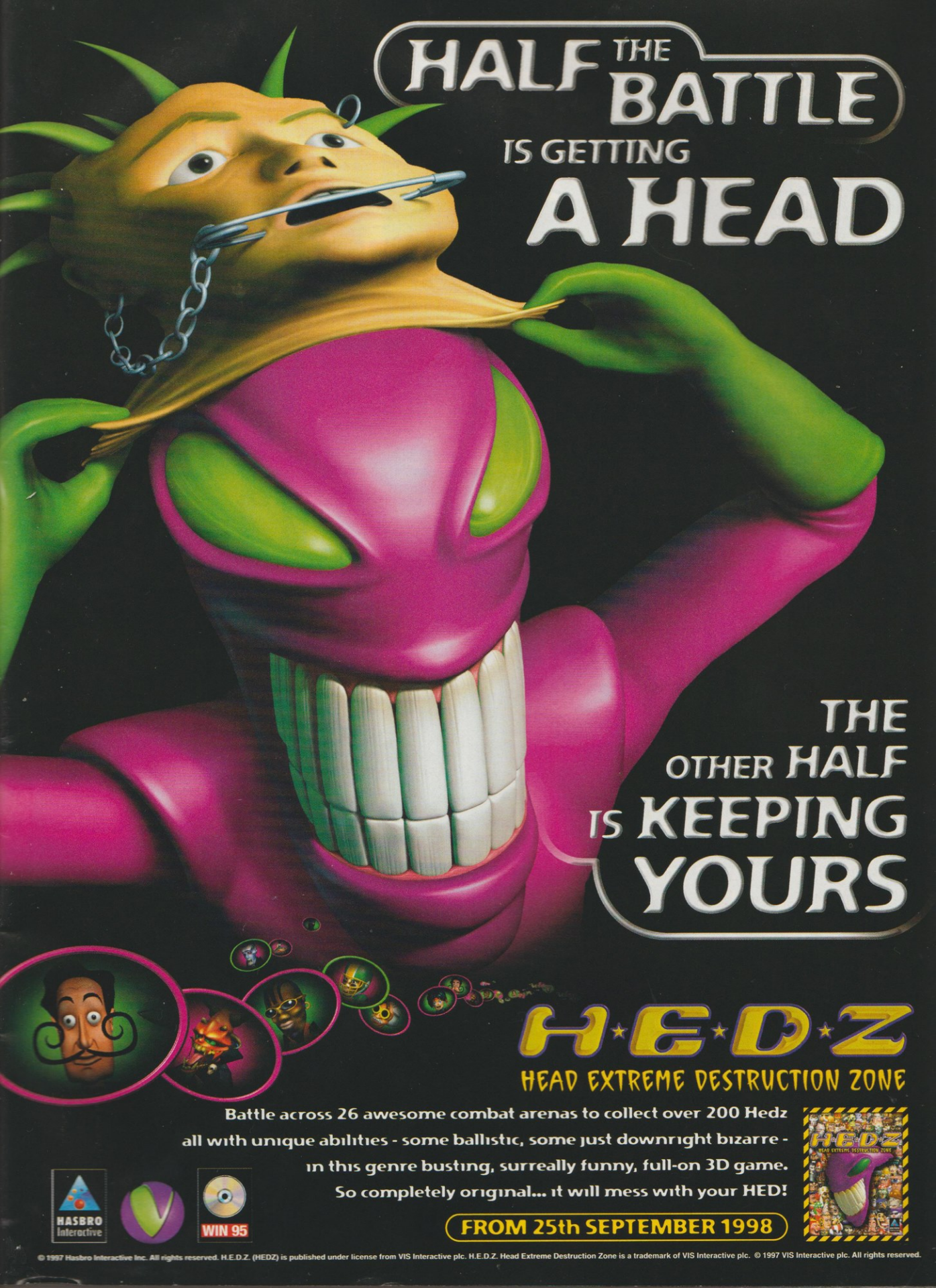
✚ There're some frustrating bits in the early levels and it's a bit short, too.

### WHERE IT'S AT

MGS has just been unleashed in Japan. A US release follows shortly, with Europe getting it in February.

**IGN** We won't stop playing this over the next few months so we'll keep you up to date on all the cool stuff we find.





# HALF THE BATTLE IS GETTING A HEAD

THE  
OTHER HALF  
IS KEEPING  
YOURS

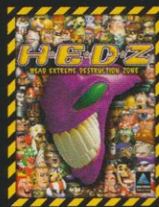


## HEDZ HEAD EXTREME DESTRUCTION ZONE

Battle across 26 awesome combat arenas to collect over 200 Hedz  
all with unique abilities - some ballistic, some just downright bizarre -  
in this genre busting, surreally funny, full-on 3D game.  
So completely original... it will mess with your HED!



FROM 25th SEPTEMBER 1998







Previewer



Iain White

You've burned up a dust track in *Colin McRae*. You've spun Alan Menu out in *TOCA*. But you've yet to fire

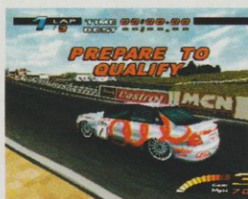
up the ignition on this baby as Codemasters pull out all the (pit) stops...

# TOCA 2

## TOURING CAR CHAMPIONSHIP



**GAMESMASTER UPDATE! ■ NEW SHOTS! ■ GAMESMASTER UPDATE! ■ NEW SHOTS!**



### REPLAY-TASTIC HI-RES MODE!

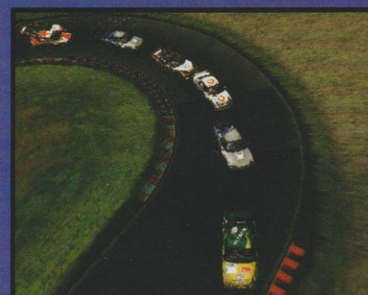
If *Gran Turismo*'s replays flashed your lights and hooted your... er... horn, then get a load of these texture mapped, hi-res, turbo-charged babies. For the update, many new replay angles have been included (like the weird 'from a helicopter one' below). Blimey!



▲ *TOCA 2*'s new graphics engine is incredible. Just take a look at that detail.



◀ Check the exceptionally fine detail in the transparent vehicle windows. Wow!



◀ The 'passenger in a passing helicopter' angle. Can you see the sparks?

▲ With replays like this, it's easy to see the rear Honda (red) swing out to overtake.

**TOCA 2's developers have improved every fibre of the original. And what a makeover, from the graphics engine (developed from the ultra-realistic *Colin McRae Rally*) to the trademark hi-octane motor whine!**

It's all been given a shot of Castrol-like steroids. Most exciting of all is the upped frame rate: *TOCA 1* nipped along happily in low-res mode (320 by 240), whereas *TOCA 2* bolts along at a staggering 512 by 240.

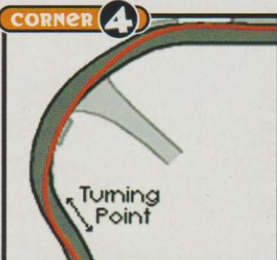
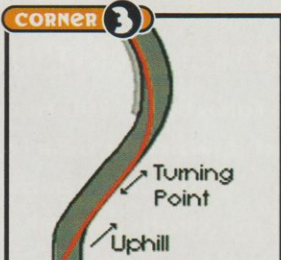
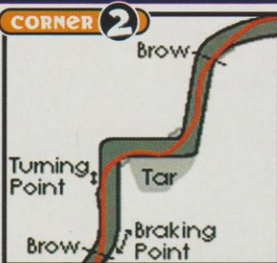
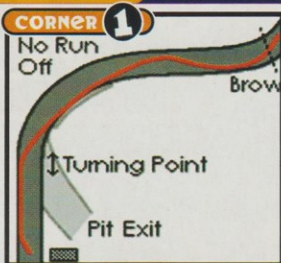
All 17 teams are represented (Williams Renault, Volvo S40 Racing, Audi Sport UK etc), their cars all featuring realistic damage and, through opaque windscreens, visible in-car drivers. The action replays are even tipped to top *Gran Turismo*. *TOCA Touring Car* was an exceptional title for Codemasters. It was the third best-seller for Christmas '98 behind the extremely popular *Tomb Raider 2* and *FIFA Road To World Cup*. So, in short, *TOCA* was in darn fine company. For many, the original *TOCA* is one of the best driving games ever. And now it's been overhauled and improved by 100%. Let's put you in the driving seat of its exceedingly good update...



### RACING LINE!

Touring car racing is a dirty business, with all manner of underhand tactics and foul bodywork-battering techniques at work among the desperate contenders. The easiest way to stay ahead of the seething pack is by taking the racing line on corners, hills and pitstops.

- 1 The best pit exit seems to be a question of sticking rigidly to the right.
- 2 *TOCA 2* offers expert guides on how best to drive each of its courses.
- 3 An S-bend needs the 'tight angle in and open angle out' approach.
- 4 Cross the track at the apex of U-bends for the fastest route possible.



### SPONSORS' LIVERIES...

One of the best bits in *TOCA 2*'s design are the pains the developers have gone to, to render the constructors' cars with their correct and accurate liveries. It makes a huge difference.



◀ Spot beer ads (Kaliber) beside mobile phone ones (Vodafone).

▲ That's you wearing the helmet in the lead. Stay off the grass!



## IN WITH THE NEW...

Just so delete you don't think you're dreaming, here's hard evidence. See for yourselves how TOCA 2 measures up next to its older brother...



▲ Best value Platinum racer? For sure. TOCA 1 sure does look appealing...

▲ ...But, look! The update just wipes the floor with it. Shadows! Transparencies!



▲ Again! Exciting in a 'really great way to spend twenty quid' kinda way, but...

▲ ...hi-res detail for all the cars, all of the time! Drivers' heads! Engine emissions!

## DESIGNED FOR LIFERS!

TOCA is a violent sport and this is borne out by TOCA 2's destructible vehicles. The impact system of the first game has been further improved - bumpers and wings can now fly off due to high speed impact. Computer aided design packages were used to create the remodelled cars, shown below.

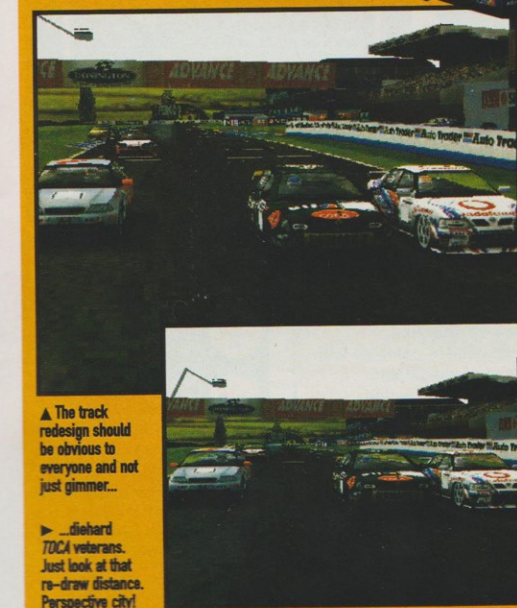


▲ The vehicles were all completely re-designed from scratch using hi-tech....

▲ ...design packages and computer modelling. Just like the real thing!

## MOVING SCENERY...

To give an improved perception of speed and a more interesting look, both the scenery and stands have been moved even closer to the track. Speed on, dudes!



▲ The track redesign should be obvious to everyone and not just gimmer...

► ...diehard TOCA veterans. Just look at that re-draw distance. Perspective city!

## BURNING RUBBER!

Even though our preview version only featured Oulton Park, the full game offers access to all eight tracks from the off: Thruxton, Silverstone, Donington Park, Brands Hatch, Croft, Snetterton, and Knockhill.

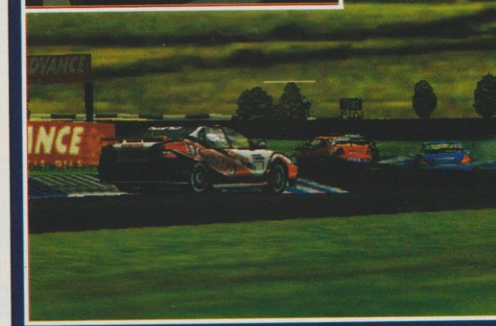


▲ I wouldn't take the Volvo on the inside Nigel. No, that would be suicide...



▲ Are you foaming at the mouth yet? get a load of those freakin' graphics!

◀ Smoke, dirt and smelly tyres. All in a day's work for those boys on TOCA 2...



## FIRST IMPRESSIONS

We've knawed on TOCA 2's breast-like airbag...

So how does TOCA2 shape up the track? Climb into those overalls and lower your visor. The Van Diemen Formula Ford is a tough beast to control. Sure it races like the clappers, but the cornering, especially in the wet, leaves a lot to be desired. The forward wheel drive Honda Accord is far easier to get to grips with, but its engine still whines like a demon though.



The extra added detail from high resolution mode makes for much improved visibility on the tracks. Just look at the view from the back of the pack on the starting grid. And that's not all. Not only are you in a better position to judge upcoming corners, cars and track obstacles, but the high resolution makes the most of the realtime lighting model. As a result, everything looks so much sharper and crisper. As for the animation: TOCA 2 runs no lower than 30 frames per second and revs up to 60fps on qualifying and time trials.



The in-cockpit view has been further refined with a wider viewing angle.

## GOOD COP BAD COP

✚ The TOCA to die for and the best update/makeover in PlayStation history.

✚ Not on the shelves until mid-November and not available on the NHS.

## WHERE IT'S AT

As we go to press, Codemasters are putting the finishing touches to the final review version...

TOCA 2's out mid-November so see our December issue for a review of this dirty beast (on-sale 30th October).





Previewer



Pete Wilton

Have you Dickie Bird? The rally-meisters are gagging for you to spank the leather off

their old balls with a brand new 32-bit *Brian Lara Cricket...*

# BRIAN LARA CRICKET

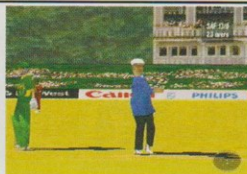


NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS!

**WORLD CUP**

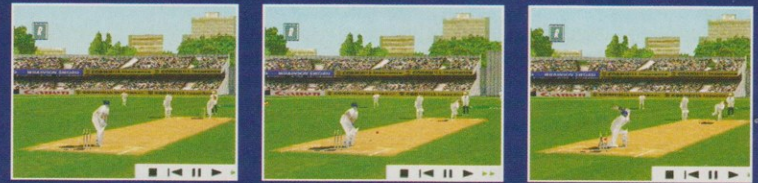
Next Match: IRELAND v ENGLAND

Rank	Team	P	W	L	T	Net
1	England	1	1	0	0	2
2	South Africa	1	1	0	0	2
3	India	1	0	1	0	0
4	West Indies	1	0	1	0	0
5	Kenya	1	0	1	0	0
6	Uganda	1	0	1	0	0
7	Kenya	1	0	1	0	0
8	Uganda	1	0	1	0	0



## HOWZAT!

Getting a wicket requires a combination of accurate bowling and a poor stroke from the batsman. It might look easy enough on the telly but wait until you have to time a cover drive against the likes of Alan Donald or Wasim Akram. In a shocking stroke of realism, having a spinner on one end and a fast bowler on the other reaps dividends as the change of pace tends to catch batsmen following through too late or too early. Watch the replay...



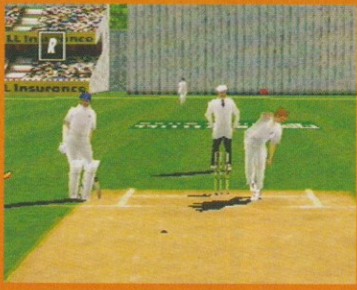
**Videogame cricket. Doesn't sound right, does it? Conjures up Pong-like images with a square ball that goes BLIP! Yet, strange as it may seem, it looks like Codemasters have produced a playable, pretty and very involved cricket game for your PSX. This won't come as a surprise for cricket fans after their Mega Drive and Amiga Innings, but with this PSX take on the Brian Lara license, Codemasters could have surpassed both of those.**

For a start, it looks like it'll be in the same league as other sports titles like *ISS '98* and *Actua Golf 2*. While the animation isn't finished, the motion-captured polygon players already move impressively – LOOK! That's Sean Pollock swinging his arms. GASPI! That's Michael Atherton adjusting his box. As you'd expect, you get everything from Ashes tours to the World Cup. You also get scenarios from classic matches to play, a Training mode to hone your batting and bowling skills as well as the ability to pick your own team and toy with field placings, topped off with all the stats you can stomach.

Even in this early preview version, the gameplay is beautifully balanced and the PS opposition are pretty tough (check out 'Pitching It Up'). One minute you're 50 for one and sailing along and the next you're staring defeat in the face at 67/9. The only problem is with England collapsing and Shane Warne bamboozling your batsmen, it could all get rather too realistic.

## COMIN' ATCHA!

The helmet view isn't particularly scary if you're controlling a top order batsman. The problems start when you've got a sluggish tail-end in the crease. That's when the pressure to score runs is enormous, but you're left with a cricketer who doesn't bat so well, facing a mighty bowler.



## RIGHT IN THE NETS!

Devotees of this fine sport will be pleased to hear that all the players and all teams are in there to create the perfect test series (and yes, Mr. Warne can spin the ball a bit). That means you can set up your own series before it happens. If the English batting collapses against Peru's under 15's, then you know the game's doing something right!

**S.K. Warne**  
Right hand, Lower Order batsman  
Style - Aggressive  
Test Best - 74 Test Avg - 14  
1 Day Best - 55 1 Day Avg - 12

**Leg Spin bowler**  
Style - Aggressive  
Test Best - 8 / 71 Test Avg - 24  
1 Day Best - 5 / 33 1 Day Avg - 24

Fielding Position - Covers

## PITCHING IT UP!

Bowling is the simpler art in *Brian Lara*, but it needs patience and animal cunning. Select a delivery (for non-spin bowlers: slower ball, bouncer, fast and standard), then pick where you want it to pitch. Your bowler does the rest. Bowling decent balls is easy but the perfect yorker takes practice.



ENG v SAF at Lords  
ENGLAND

Player	Runs	Wickets
M.A. Butler	0	0
A.J. Stewart	0	0
M.A. Atherton	0	0
N. Hussain	0	0
G.P. Thorpe	0	0
M.R. Ramprakash	0	0
J.P. Crawley	0	0
M.A. Khan	0	0
D. Gough	0	0
D. Cork	0	0
A.D. Hilday	0	0
<b>Total</b>	<b>0</b>	<b>0</b>

For 7, after 10 overs

▲ The white dot shows the area the ball will land in. Good bowlers have a small dot while lesser ones might pull it wide.

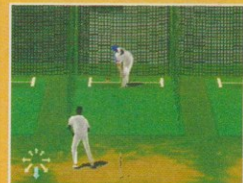
◀ England's top order collapses. No change there then. It's only a 20 over match so 57 isn't too bad... honest.

## RIGHT IN THE NETS!

As batting like Brian is the game's ultimate challenge, a bit of practice in the nets doesn't go amiss. There are four basic strokes – the leave, the drive/pull shot, the defensive shot and the good-old hoik. These combine with the D-pad to produce almost every shot imaginable.

The batting aid (bottom left) shows the direction you're trying to hit the ball in. What's tricky is pressing the stroke button and D-pad direction correctly, as well as getting to the pitch of the ball, to send it rocketing to the boundary.

▶ That rosette of arrows to the left of the bowler shows the direction your practising batsman is trying a shot in.



## GOOD COP BAD COP

- Looks great, plays well and has all the players and teams.
- The style and measured pace won't appeal to everyone.

## WHERE IT'S AT

As we write, Codies are buffing up the graphics, removing some replay glitches and fine-tuning the AI.

Pencilled in for an October release, *Brian Lara* could be batting by GMTS (on the pitch Friday 30th October).



# DARE TO BE DIFFERENT?



DON'T FOLLOW THE PACK



PlayStation®



BEEP...BEEP



- Two-player split screen option
- 16 different buggies and fun race circuits to choose from
- Exciting power-ups provide you with the racing edge
- Short-cuts for truly skilled racers to exploit
- Buggies which react to the terrain just like the real thing
- Buy it

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se/dot/we/care/url/dot/dot/com

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Sheffield S1 4HA. Tel: 0114 279 9020 Fax: 0114 273 8601  
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# PanicStations®

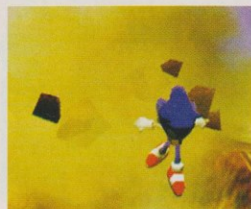




if you missed the hot news last issue, here's more on the greatest adventure coming for Dreamcast.

It features his royal Sonic-ness of Sega in full spiky, 3D glory...

# SONIC ADVENTURE



GAMESMASTER UPDATE! ■ NEW SHOTS! ■ GAMESMASTER UPDATE! ■ NEW SHOTS!



After four years of semi-absence (the Saturn compilation game *Sonic JAM* is an exception), *Sonic* finally reappears, but in Dreamcast-driven 3D.

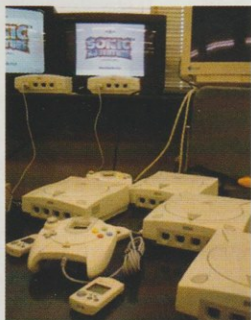
In 1996, rumours of a 'Project Sonic' started to circulate in the Japanese press. Sega even released an official logo in order to confirm they were working on a new *Sonic*. After a while, stories started to appear about a 'Sonic RPG' which was in fact the project name of *Sonic Adventure*. After the release of *Sonic JAM*, everyone was quick to identify this as the 'Sonic RPG' in question. But it was just a first stab at designing *Sonic* in 3D.

The adventure itself centres around the disappearance of seven precious stones. They belonged to the liquid Chaos characters and they want them back. Sonic Team are using the *NIGHTS*-style A-Life system for the Chaos people, so they help you through the game, while you can help them learn and grow. You'll even be able to download your data onto a VMS to let you carry on developing them as you stroll round Sainsbury's!

Sega succeeded in showing that Dreamcast is the most powerful bit of kit around. In Japan, *Sonic* wasn't as popular as in Europe (where the Mega Drive dominated the SNES). But with *Sonic Adventure*'s dream-like visuals and Yuji Naka's, the game's producer, promise that it'll be "accessible by any kind of player", it's on course to change all that in Japan...

## SONIC TEAM TO THE RESCUE!

Creating something as revolutionary as *Sonic Adventure* takes, to quote an old phrase, AGES. Sonic Team have been working on *Sonic Adventure* in the strictest secrecy for almost two years now.



▲ To see the lengths Yuji Naka and his team went to in designing *Adventure*'s locations, see their video diary on p122...

▲ Now that's a lot of Dreamcast. Notice the VMSs as well – they'll become an important feature in future DC games.

## THE FIRST GLIMPSE...

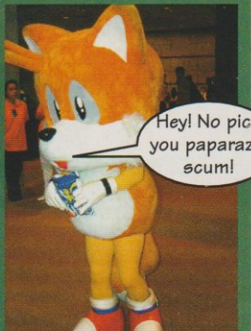
At the *Sonic Adventure* ceremony, held in a theatre in central Tokyo on Saturday 22nd August, the boy in blue rolled into public view in the most dramatic style. Before the gameplay was demonstrated on a huge screen, a mysterious opening movie was played (and which Sega had been running on Japanese TV to advertise the event). While Robotnik was creating his new HQ, he unearthed an ancient water beast called Chaos (who needs the Chaos Emeralds to become more powerful). Chaos has already flooded a city, and it's this bit we get to see in the movie...



▲ Sega had to attract more people than the D2 ceremony did (that attracted 11,000 visitors). But they did – between 13,000 and 15,000 gamers!



▲ Mr Irijimari – or Mr Sega to you and me – started the ceremony.  
▲ "Get your *Sonic Adventure* brochures here. Come on!"



Hey! No pice you paparazzi scum!

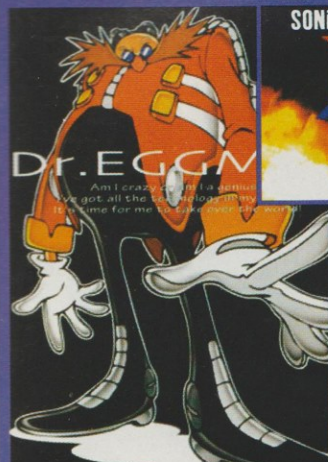


▲ Here's the sequence from the intro that everyone's been talking about. Bottom left we see Chaos, the mythical watery beast, and all around him the chaos he causes. Now it's down to a hedgehog to save the Earth...



## PARTY ANIMALS!

A total of six playable and non-playable characters have been revealed. According to the critter you select, the story will be different...



### DR. ROBOTNIK (BOSS CHARACTER)

▲ He is an evil genius with an IQ of 300. While building a secret underground HQ, he discovered some ancient wall paintings, revealing the power of the Chaos Emeralds. He decides to use them to conquer the world. With his army of animals, his first objective is to take Station Square, so meeting Sonic seems inevitable.

### SONIC THE HEDGEHOG



▲ Sonic will have to protect the town from the evil Dr Robotnik. Control will be familiar, although he now has a Homing Attack.

### MILES 'TAILS' POWER



▲ The fox with two tails is famous for his knowledge of airplanes and has created a super-biplane called Tornado (seen in a sub-game). Tails has lots of admiration for Sonic and wants to follow him.

### KNUCKLES THE ECHIDNA



▲ Sonic's friendly rival's the Master of the Emeralds from the Island in the Sky. He's strong, can dig, climb and doesn't forgive easily.

### AMY

is her chance for you in the land and worst news can be my luckiest thing for all of eternity



### AMY ROSE

▲ She is very energetic, light-hearted and always after a bit of lovin'. Her speciality is the Pico Pico Hammer attack and her hobby is shopping. She discovers that Dr Robotnik's robots are stealing birds, so she decides to act.

### BIG THE CAT



▲ He lives with Frog near some ancient ruins, loves fishing and carries a rod everywhere. One day Frog swallowed a Chaos Emerald and disappeared. Big Cat picked up his rod and set out on an adventure.

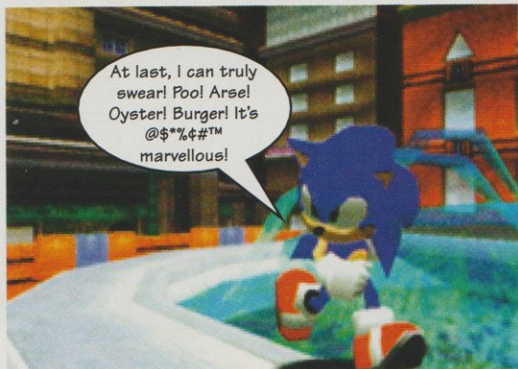
### E-102 GAMMA



▲ Made by Dr Robotnik, E-102 is a highly accurate shooting robot, and the second of the E-100 series machines. He's seriously loyal to Dr Robotnik and will always follow the moustachioed nutter's orders.

## THE 'HOG SPEAKS...

In his Dreamcast incarnation, Sonic has got more vocal – the usually mute 'hog gets to talk a lot more in *Adventure*, interacting RPG-style with other characters. At the moment he speaks in Japanese, but he will be able to speak in other European lingos...



## TWO STYLE PLAY!

The game's divided into two styles of stage. One's a 'research phase' where you get to move freely in a 3D environment, the other an 'action phase' where you have to follow a more restricted path. The main camera angle is a raised-behind-the-character one.



▲ More ring collecting's on the way in *Adventure*.

▲ The 'non-RPGish' bits don't let you roam quite as freely.

## AWESOME WORLDS!

Without playing *Sonic Adventure*, it's difficult to gauge how deep the gameplay is. But the most important thing is that its visual impact will be enough to convince casual PlayStation and N64 players to get hold of a Dreamcast. But don't take our word for it – take a gander at the lush environments on offer...



### TAKE A BREATH!

Throughout Sonic's adventure the regular action will be interspersed with sub-games to tackle. The best one we've seen so far features Sonic flying in Tails' bi-plane, Tornado, on the way to Robotnik's egg-carrying sky fortress.



### CHEETAH SPEED!



The Speed Highway stage is the one which has that classic *Sonic* flavour about it, featuring a dose of lightning-fast speed and great character animations. To keep the speed up, the developers have chosen to draw some buildings in 2D. There's this one bit where Sonic legs it down a twisting road which turns a full 360°!

### GOOD COP BAD COP



Truly showing off the power of Dreamcast. The return of *Sonic*!



The graphics have been seriously updated, but has the gameplay?

### WHERE IT'S AT

More stages will be shown at the imminent Tokyo Game Show – a playable version might also appear.

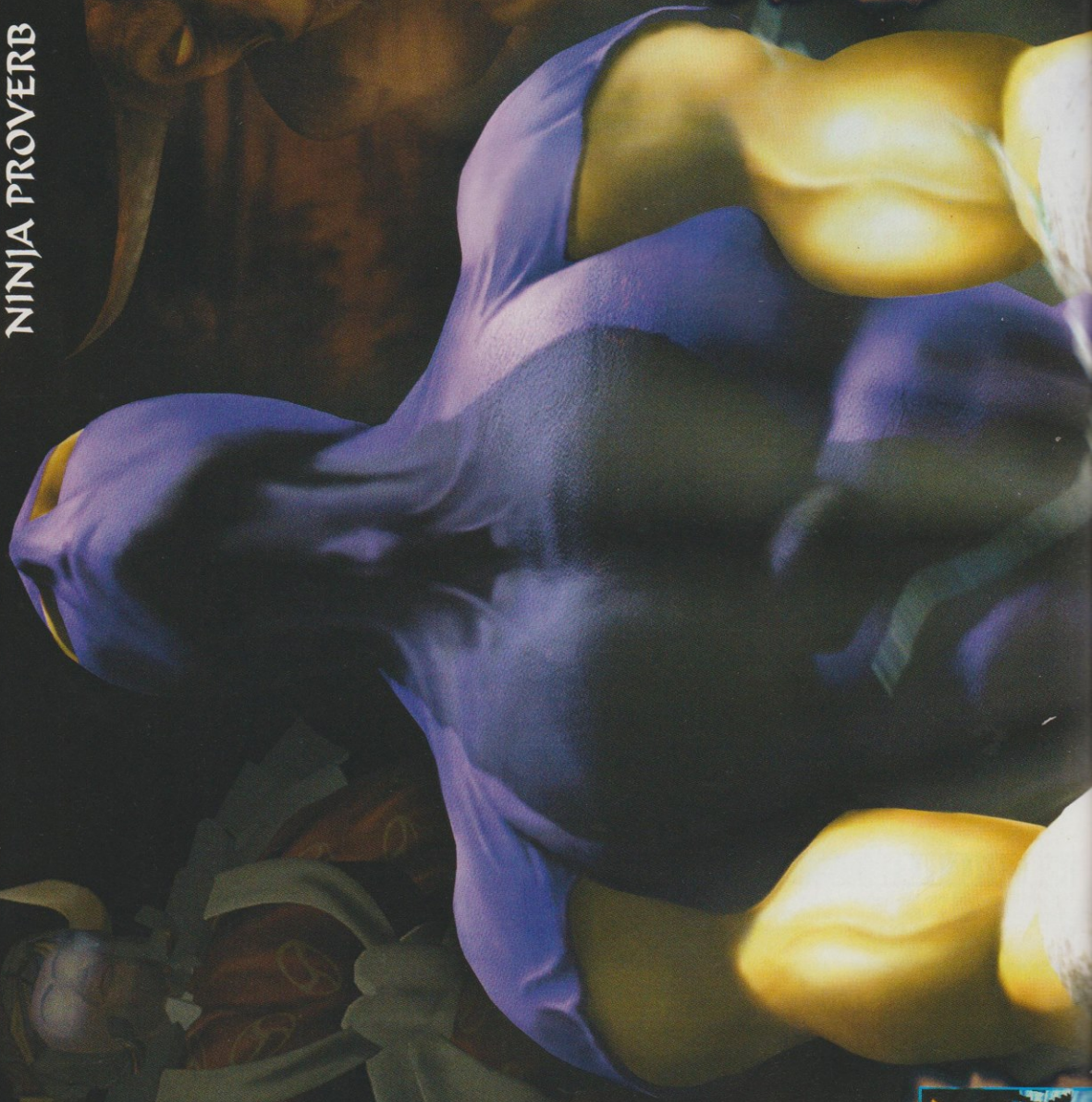


See last issue for the first breaking shots of the game. Expect more in our Tokyo Game Show report soon.



# HE WHO BEFRIENDS THE LIGHT SHALL DESTROY THE DARK

NINJA PROVERB





"Ninja may not cast a spell over Core's femme fatale Lara Croft, but should be capable of shadowing her success in a different genre."

PLAYSTATION PRO 8 1/2/10.

"With some astounding graphics and atmospheric oriental music, ancient Japan will be flooding into your home. Electric!"  
TOTAL PLAYSTATION 90%.

"Eidos is on to another winner here... you won't be disappointed by the results... the graphics are gorgeous and the animation's smoother than a baby's bum."

PLAY MAGAZINE.



Enter the mystical world of Kurosawa, the young Ninja, as he is drawn into a dark history of demon lords and magical spells... new weapons, special effects and combat moves will be revealed as you battle through each action-packed level. To become a true Ninja master you will need to learn every trick to defeat the increasingly tough bosses that work together to destroy you.



# TOMB RAIDER

## SHADOW OF DARKNESS

TM

FROM THE CREATORS OF TOMB RAIDER, TOMB RAIDER II AND FIGHTING FORCE

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EIDOS  
INTERACTIVE





Previewer

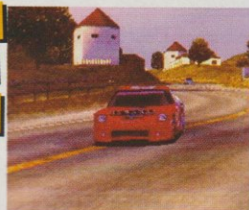


Marcus Hawkins

in 1994, *Ridge Racer* launched the PlayStation in Japan. And now, four years on, the series is getting a

*Gran Turismo*-like re-style. Pass the oxygen, for pity's sake...

# R4: RIDGE RACER TYPE 4



NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS!



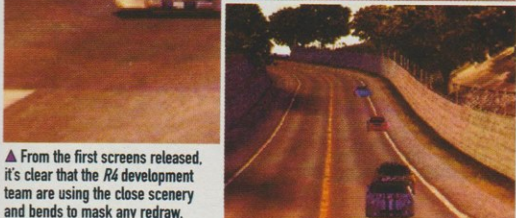
When the first entry in the *Racer* series leapt from arcade cabinet to PlayStation-plugged TV screen, it was clear that this here 'next generation' console was to be taken v-e-e-r-y seriously. I remember the lip of my desk splintering under the weight of 20 games journalists' sweaty arse pillows, as they waited silently for a go.

The new fella from the *Racer* stable's going to have the same effect. At the time, *Ridge Racer* was a graphically revolutionary title, and *R4: Ridge Racer Type 4*'s set to have the same shocking impact on your senses. Namco have decided to abandon the eye-squintingly colourful cars in favour of more realistically textured motors, highlighted with a blend of the finest lighting and shading. The backgrounds are more detailed than before too – you can see for miles into the distance – and the graphics artists seem to have discovered the 'sun' button on their keyboards (as we've said, there're some beautiful lighting effects).

In 1994, *Ridge Racer* was way ahead of its competitors, but in 1998, things won't be so easy for Namco. Two words: *Gran Turismo*. No bones about it, *R4* will have a real challenge bettering Sony's benchmark racer. Namco are including a new Grand Prix mode though (more on that later) and they do have the advantage of years of racing game development experience. We'll have to wait until December to see just how much competition they've mustered.

## WE'LL LOOK HERE...

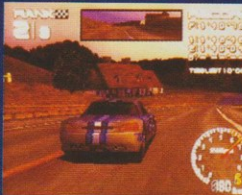
Namco are a bit proud of their 'incredible background graphics', and who can blame them? It's not quite as dark and menacing as *Rage Racer* was, but the switch to *Gran Turismo* moodiness is very pleasing to the eyes.



▲ From the first screens released, it's clear that the *R4* development team are using the close scenery and bends to mask any redraw.

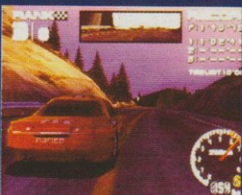
## REAL RACING ROOTS '99!

One of the key features that makes *R4* another great step on from *Rage Racer* and its car-tinkering options, is the Grand Prix simulation mode. Called 'Real Racing Roots '99', it's a single-player mode where you take on the role of a freelance driver who must compete in a Grand Prix-style season. Choosing the right team to drive for is essential – those revealed so far include Pac Racing Club, Racing Team Solvalou and Racing Club Micro Mouse Mappy, each with Namco game-influenced decor.

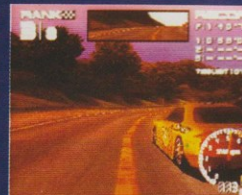


▲ The rear view mirror will be essential for crafty blocking of rear attacks...

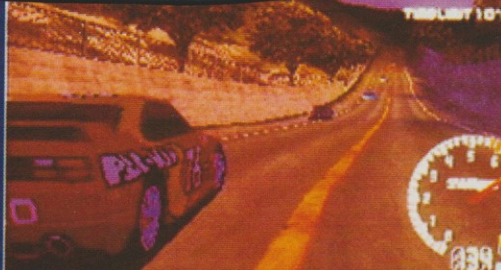
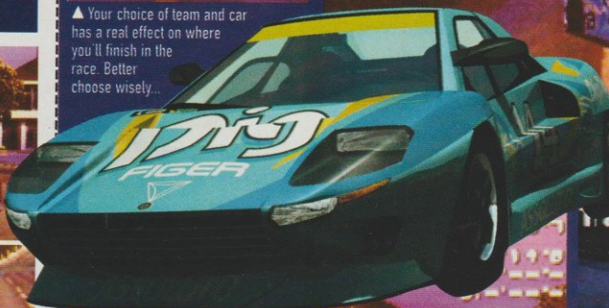
▶ Mastering Namco's drifting technique is crucial to slice up those lap times.



▲ Your choice of team and car has a real effect on where you'll finish in the race. Better choose wisely...



▼ Moody blue shadows give *R4* a stylised look – but we like it.



▲ How deep the simulation side of *R4* actually goes has yet to be tested, but *Gran Turismo* will have made Namco attempt to squeeze more into this installment.

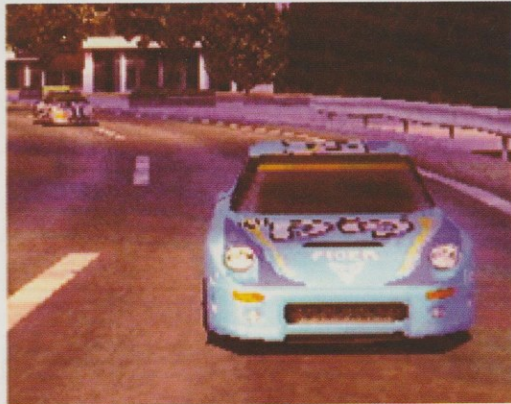


▲ As well as the sweeping mountain ranges, you'll also burn round a city.



## LOOK AT ME POWERSLIDE!

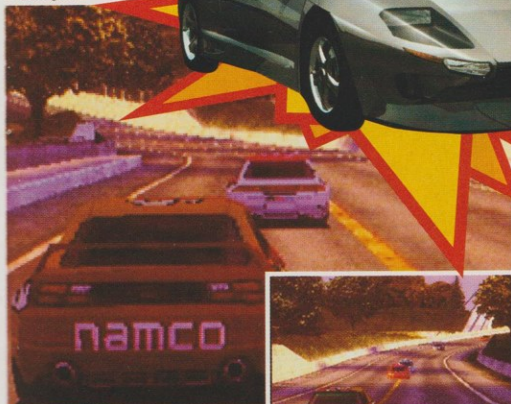
Namco have proved in the past how capable they are of creating stomach-curdlingly nippy rides (remember how exhilarating it was hairpin around *Rage Racer*'s fourth course, The Extreme Oval, in a supercharged Age Alouette?). Well, this time round they're aiming to keep the speedy play, but give you movie-like graphics as well (taking a leaf out of Sony's *GT* book). There's also a jam-hot replay mode...



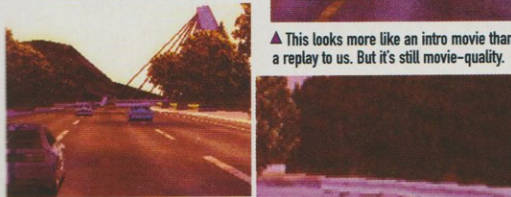
▲ The *Racer* games have always had sparky Replay modes, but *R4*'s looks unbelievable!



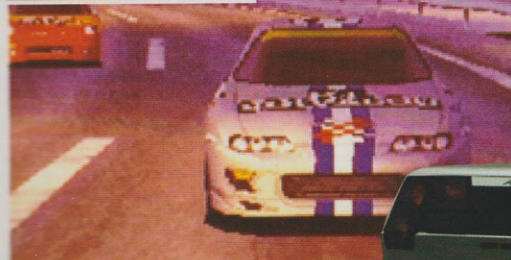
▲ Purply moody realism, it looks good!



▲ We're gagging to see if the animation matches *Gran Turismo*'s realism.



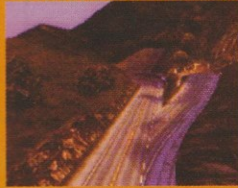
▲ This looks more like an intro movie than a replay to us. But it's still movie-quality.



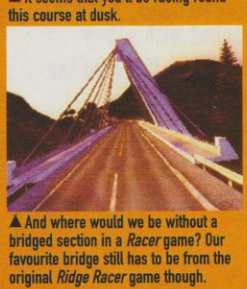
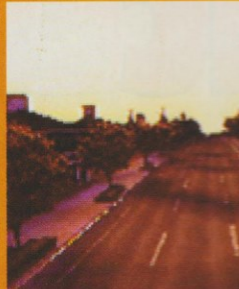
▲ Dramatic lighting highlights the level of detail in the motors.

## DOUBLE THE PLEASURE!

*Rage Racer* only had four of them, but *R4*'s going to have eight of 'em. Tracks. All the previous games only had one track but compensated by incorporating lots of twisting variations. That was the main criticism we had of Namco's series but we've high-hopes that *R4* is going to sort that out.



▲ It seems that you'll be racing round this course at dusk.



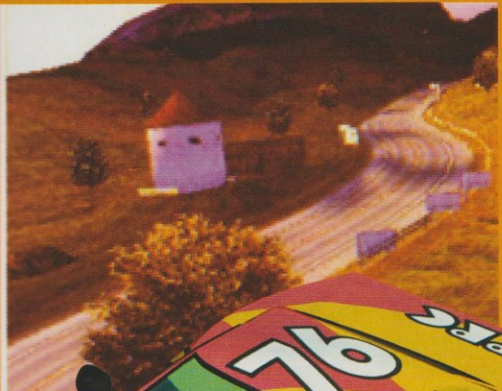
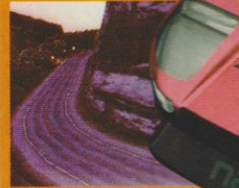
▲ And where would we be without a bridged section in a *Racer* game? Our favourite bridge still has to be from the original *Ridge Racer* game though.

▲ Choose a more powerful, top speed-heavy car for straight-packed tracks.

► It's not often you get to see the course from this angle. You can see way into the distance too — one of *R4*'s traits.



▲ With careful drifting, bends are built for overtaking.



## TOO MUCH CHOICE?

*R4* should have more than 300 selectable cars. Quite how that's broken down into different models and different coloured versions of the same model isn't clear yet, but there'll be something for everyone!



## GOOD COP BAD COP



A gorgeous new update for an established series of racing games.



Probably not going to be out over here until next Easter. Boo!

## WHERE IT'S AT

Like *Rage Racer*, Namco've pulled this title from nowhere. But, they have only got a month to finish it.



There'll be a play-test in the Feb issue of *GM* (Thurs 28th January), after a month of the finished Jap version.

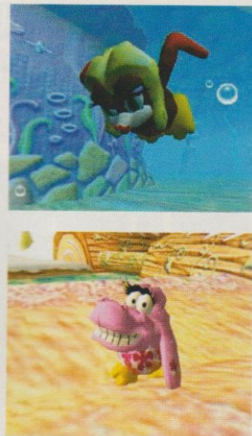




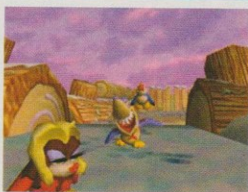
Dreamcast's first racing game, out for the super-console's Japanese birth in November, is p-p-p

packed with p-p-p penguins. Bring on the dribbly madness!

# PEN PEN TRIICELON



**GAMESMASTER UPDATE! ■ NEW SHOTS! ■ GAMESMASTER UPDATE! ■ NEW SHOTS!**



The Dreamcast launch line-up's fattening by the month, but rather than a *Virtua Fighter 3*/Sega Rally 2 pairing, it's the bizarre stuff that's been confirmed for DC-Day. Joining *Sonic Adventure* and the goi-gous *Godzilla Generations* we have *Pen Pen Triicelon* from small Japanese company General Entertainment.

An original racing game based on the old *Outrun* concept, where, rather than *Mario Kart*-style laps around a closed circuit, it's a race where you can go cross-country taking a variety of routes. Instead of cars, you get to race using a bunch of animals, the 'Pen Pen' of the title. Each is based around the body structure of a penguin, but only two are 'true' penguins, with a walrus and a hippo also hungry for first place.

The development team behind *Pen Pen* is very experienced. Calling themselves 'Land Ho!', they're a bunch of 11 ex-Sega bods who worked on many smash hits. For instance, one of the top brass, Kondoh Tomohiro, was the Producer of *Panzer Dragoon 1 & 2*, while Nakamura Atsuhiko is an expert at racing games, having been Director of the Saturn versions of *Sega Rally Championship* and *Daytona Circuit Edition*. Other members of Land Ho! have previously worked on *Sonic (1 & 2)* on the Mega Drive and *Chaotix* on 32X, so they're no strangers to cute, quality, mad-as-a-bun fun. Take a look at these screenshots...

## MAD IT UP

This is a game with a sense of humour the size of Macclesfield. Each fluidly animated character moves in a very comical way, and the look on their faces reflects their position in the race. The development team are big fans of animated films from the US (The Simpsons seems to be a firm favourite) and they've tried to create movie-quality graphics within *Pen Pen*.



◀ Jaw tends to look mean most of the time, but that's sharks for you. They get a bad press really.

▶ Is this a smile, or is it more of a 'Mmm, I want to crunch your skeleton until it snaps like a bag of Twiglets' kind of a look?

▲ Like *Mario Kart* or *Diddy Kong Racing*, you will end up picking the same character over and over again, until you die.

▶ And here's a collection of fine furry faces. The hippo chick seems to be stupidly expressive.



## HELL-O-O-O TINA, MY CHERRY-LIPPED SAUCE MONKEY...

Each Pen Pen has their own characteristics and there are two different categories to choose from - 'Huge Pen Pen' and 'Small Pen Pen'. 'Small' can run at very high speed and corner tightly, while the Huge muthas are stronger, more aggressive racers. Simply choose the one with your preferred style of racing...

### SMALL PEN PEN



Sparky - Pen Pen (Penguin)

▲ Built for speed, he's a bit of a kid at heart.

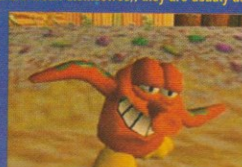
### HUGE PEN PEN

Although they can't inflict much damage (and are weak themselves), they are deadly accurate.



Tina - Pen Pen (Penguin)

▲ Winks at you all the time, she does. She's saucy, horny and damn rich.



Sneak - Taco Pen (Octopus)

▲ A blue ringed octopus is deadly in reality - and so's Sneak's speed.



Mr Bow - Inu Pen (Dog)

▲ The dumb-ass of the pack. Mr Bow never looks before he leaps.



Back - Todo Pen (Walrus)

▲ He, he's cool, man. But don't wind him up - you won't like him when he's angry.



Jaw - Same Pen (Shark)

▲ Being a cartilaginous fish, you'd expect him to be evil. And he is. Swim away!



Bailey - Kaba Pen (Hippo)

▲ Don't let her blubbery pink looks fool you - she'll be messing wit' yo head!



Ooh you are awful. Go on, chase me.





**S-S-SHARK!**

If Jaw had a moustache, he'd spend all day twiddling it while tying girls to train tracks. He's filthy-tempered and when he gets angry, boy does he get rough.



**PEN PEN**



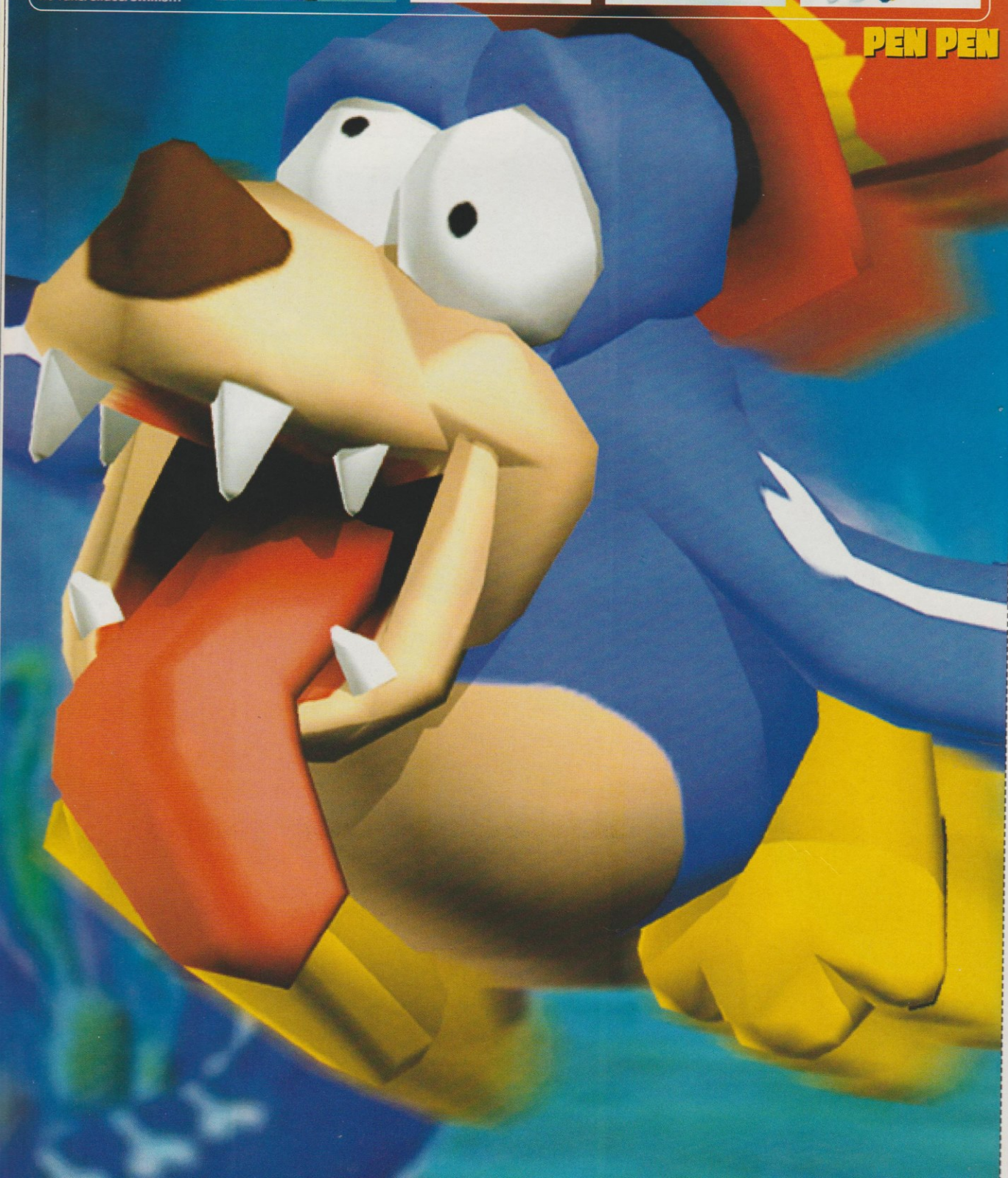


**BOW-WOW-WOW!**

Will you look at the state of him. With his googly eyes, stoopid hat and sloppy tongue, it's no surprise to hear that Mr Bow doesn't think before he runs/slides/swims...



**PEN PEN**



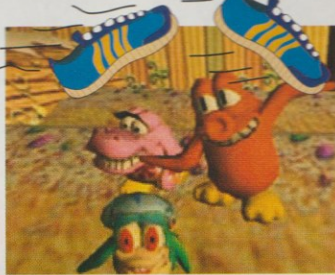


## 120MPH PENGUIN!

Having the guy who converted *Sega Rally Championship* – still the Saturn's best racer – bring his racing game expertise to *Pen Pen* is a real bonus. But the game's not quite a straightforward burn from start to finish. Each course will be separated into three parts – running, swimming and sliding – and while some characters are good at swimming, others will be more suited to the sliding bits. Between each section there will be CG movies, designed to give you a break from the frantic action (and in particular the 'dash zones', of which there are plenty throughout a race).



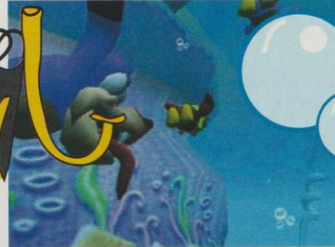
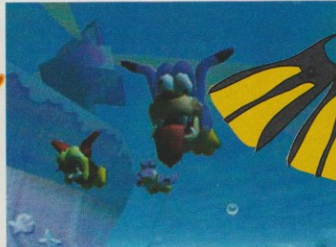
Not all Pen Pens are good runners – some are better at sliding or swimming.



Like a penguin, slide on your belly and kick with your legs and flippers.



Will Jaw, the shark pen, have the advantage? Will Ballery the hippo sink?



## BABY, LIGHT MY WAY:

As in every racer worth – ooooh – £40 these days, *Pen Pen Trilcelon* features a night-time race. And goi-gously lit it is too. Just look at those Christmas trees in the background. Bee-you-tiful. Christ knows why the octopus looks so worried!



Mmmm, baby. I got a lotta love comin' atcha...

## BIG BEHIND!

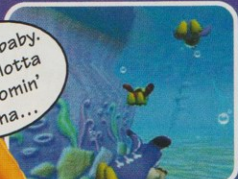
The backgrounds in the game aren't packed to bursting with tons of tiny elements, but they do fit the cartoon style of the game superbly. When a new console comes along, you quickly get a feel for the graphics it can produce (you know, when the PlayStation arrived it was obvious that it was a cracker when it came to transparency effects, while the N64 'blurring' is still a recognisable feature to this day), and Dreamcast seems to be no exception – just look at those skies... you'll be seeing a lot of that over the next few years!



▲ The mad-as-a-pillock Pen Pens live on a place called Iced Planet. So it's no surprise to find them sliding everywhere.



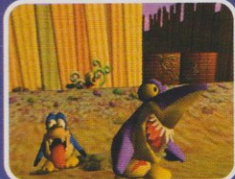
▲ As well as games, General Entertainment have also worked on films and videos, including a monster movie called Zeiram 2.



▲ Underwater, things are still as glorious to look at. And very blue.



▲ Lush-looking environments are the order of the day. And would you expect any less from the company that's...



▲ ... also working on the awesome-looking *Godzilla Generations* for the Dreamcast? No, you bloody wouldn't.

## GOOD COP BAD COP



It'll make you laugh out loud – the graphics are bright and funky. And penguins are cool.



Might not be the meaty launch racer la la PSX-Ridge Racers everyone expects.

## WHERE IT'S AT

It's still on for DC Day, but rumours are already circulating that the third party games are all likely to slip for launch.

The first look at *Pen Pen Trilcelon* came last issue. The January issue of GM should see you getting a hands-on preview.





Previewer

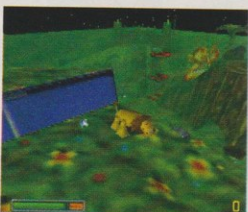


Les Ellis

Not since I first saw *The Exorcist* has a possession story got me so hooked. DMA's latest off-the-wall

epic is set to mess with the heads of N64 owners soon. What's going on?

# SPACE STATION SILICON VALLEY

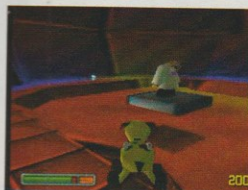


GAMESMASTER UPDATE!

NEW SHOTS!

GAMESMASTER UPDATE!

NEW SHOTS!



**Possession is nine tenths of the law, but it's ten tenths of *Silicon Valley*. You start off as EVO, an advanced systems robot, and have to possess other creatures to achieve each level's objectives.**

To possess, you have to kill. May not sound like that big a deal, but when you're stuck in the body of a little mouse, trying to kill a massive bear, you can see where the brainache starts to kick in. It's only when you have the right creature under your control that you can make your way through the puzzles and pitfalls that await in the game's 30 levels. Although the animals you have to possess start off pretty normal (sheep, dogs, foxes etc) you soon start to discover some real freaks of nature. To give you an idea of the mayhem lying in hiding, imagine sheep on springs or jet-rocket dogs, just two of the weirdoes in waiting.

The animal's powers aren't just limited to leaving deposits for people to step in and being turned into burgers. Expect to see homing missiles, explosives, teleports, parachutes and all manner of weird special abilities. It sounds bizarre, but what else would you expect from the guy's behind *GTA* and *Lemmings*? After almost three years in development, *Space Station Silicon Valley* is shaping up to be another blockbuster title for the N64. So this is another reason to buy Nintendo's machine...

## IN THE DOGHOUSE!

On the farm, you start off as a mouse, possess a sheep to get over a bridge, grow some carrots, turn into a rocket dog, kill the foxes, switch off the electric fence, turn back into a dog and go into the kennel.



◀ An overall scan of the farm level, from early in the game, showing off the obstacles you have to get by (jumps, bridges, electric fences etc).



▲ It's a dog with wheels for paws. He can't sit or fetch but his tricks are much more useful in the game.

◀ The sheep. They cause you all sorts of problems by wandering all over the place.

## A BIT OF AN ANIMAL!

Rolf Harris will have a field day with this game, full of cutsie animals. He'll probably end up making it into another series for the BBC. The different animals all have their own powers, each suited to solving individual puzzles or overcoming the unique problems EVO will have to deal with.



◀ Oi, Shep! What are you doing to that sheep. Er, rescuing it actually.

► The only way to reach high places will be to take to the skies as a bird.



◀ A bit of roo-on-roo action. Well a mouse wouldn't stand a chance, would it?

► The Desert Fox is ideally suited to the desert, obviously.



## FRENETIC ENGINEERING!

Thanks to Dolly the sheep and her cloning antics, everyone's fiddling with DNA now. Take over an animal in *Silicon Valley* and you get the chance to examine what they're made of and what they can do.



◀ A dog on wheels. I hope the developers get well soon.

► A penguin with an electric engine. Of course it is.



## ANIMAL COCKTAIL!

So *Silicon Valley* is a game full of animals. There obviously aren't enough normal animals in the world because DMA had to make some of their own up. These guys drink far too much coffee...



◀ A turtle with a gun turret on its back. And that's one of their more normal creations.

## GOOD COP BAD COP

Having to take over squillions of creatures to complete the game.

It's got limited depth of vision, will it suffer graphically in other areas.

## WHERE IT'S AT

DMA Design will be ready to unleash this before the snow gets deep and crisp and even.

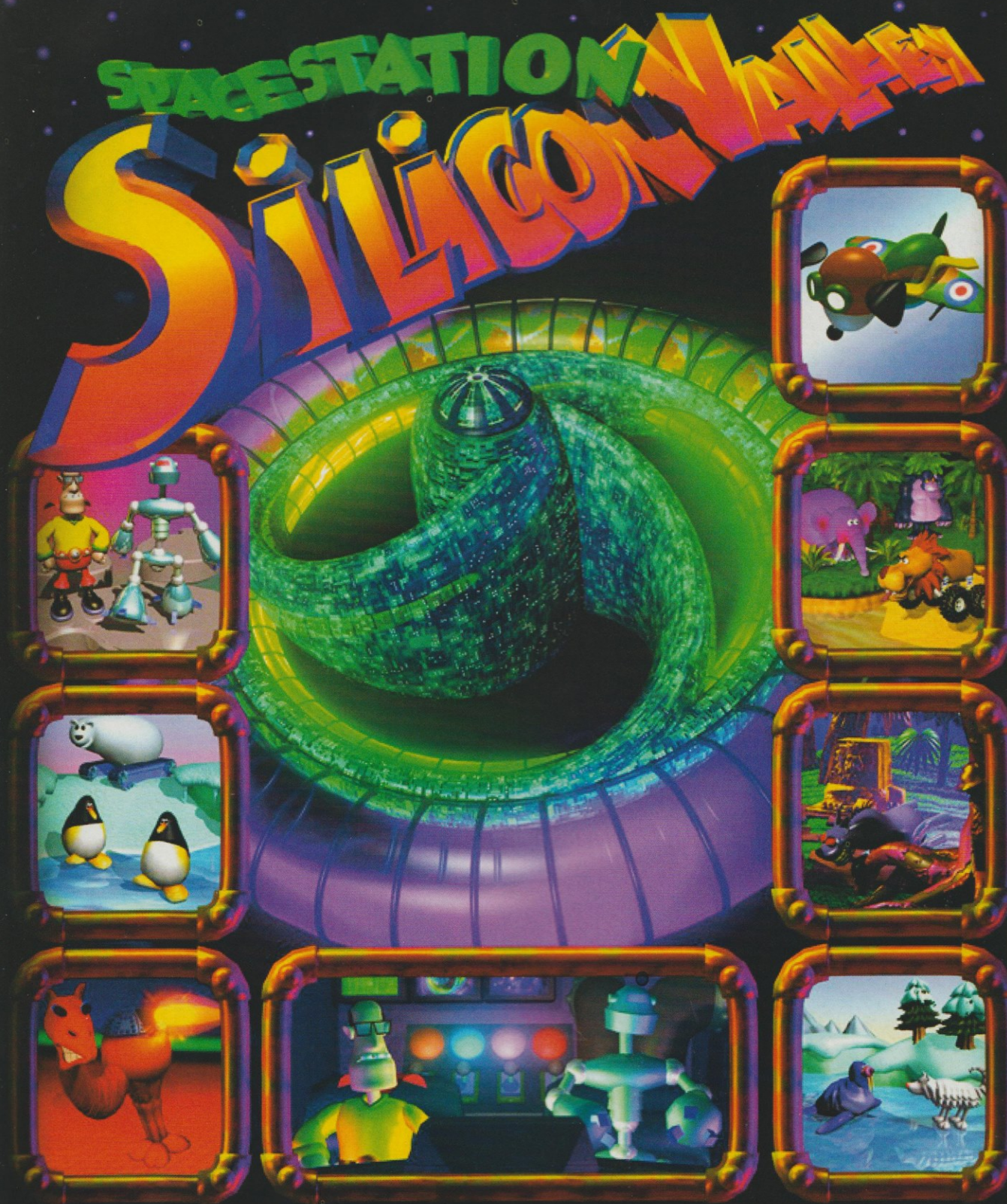
We'll have a review of *Silicon Valley* in the next issue (GM75) which'll be out 30th December

## FREE POSTER

Cor blimey Guv, there's only a free poster over on the right



CUT IT OUT AND STAP IT UP!



 Games Master





Previewer



Pete Wilton

Faster than the rush for naked All Saints posters and harder than a Vinnie Jones haircut, Probe are

going to extremes to make the perfect sequel...

# EXTREME G 2: XG2



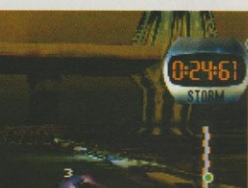
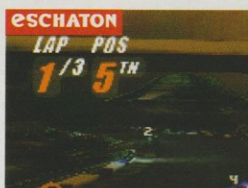
Be honest pet, I don't look a reet slag in this do I?

GAMESMASTER UPDATE! ■ NEW SHOTS! ■ GAMESMASTER UPDATE! ■ NEW SHOTS!



## WORLD TOUR!

The finished game will have 12 worlds, each one containing three interconnected tracks. For each difficulty level you advance (Easy, Medium and Hard) you gain access to the next track segment. Featuring volcanoes, jumps, tunnels and different track surfaces, here's a sneak preview of 50% of the worlds on



Before *Extreme G*, saying that a racing game was too fast was like saying that a *Doom* game had too many guns in it. Daft! The sad fact was that the nervy handling and narrow tracks of *G* got in the way of you exploiting the stupidly fast pace of the game to the full. This is something Probe have been keen to rectify in the sequel they're currently calling *XG2*.

Now the bikes have proper suspension, enabling you to iron out bumps and sharp changes of direction for a smoother, faster ride. You can even throw your weight around like a speedway rider, leaning into the longer bends (see 'Big Shiny Bikes').

The big change, however, is what's happened to the courses. Although there're still narrow tunnel sections and single lane expressways, you also get to broaden out into jungle dirt tracks or zoom up near vertical, multi-lane motorways with a distinct lack of fog, making everything look open and inviting. Improved lighting effects help give each of the 12 worlds an individual look, with some (like Lumania) dark and brooding and others (like Aquanor) bathed in sunshine (see 'World Tour').

All in all, it looks as if Probe have kept the insane speed of the original and bolted on better weapons, more gore and the kind of varied tracks and bikes the original sorely lacked – and that is going to make N64 speed freaks and G-addicts very happy indeed.

## BIG SHINY BIKES!

*XG2*'s roster of bikes includes the sleek, silver Honda Pantheon, not surprisingly the fastest out of the standard line-up. Not only do the bikes look cooler, but they also corner better (with improved suspension) and have more effective weaponry (including a camera-nosed homing missile). They even crash in an even more spectacular fashion, spreading bits and body-parts across the track.



▲ Improved lighting effects mean that your bike now glows in the dark. Very handy if it gets nicked.

▼ Putting the Grimace through its paces. Silky.



## GOOD COP BAD COP



Wider and more varied tracks, better bikes and less fogging.



Effectively, it only has 12 tracks and it could still be rather tricky.

## WHERE IT'S AT

Probe are currently beavering away on the all-important multi-player option and adding more weapons.



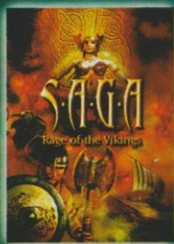
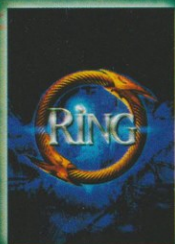
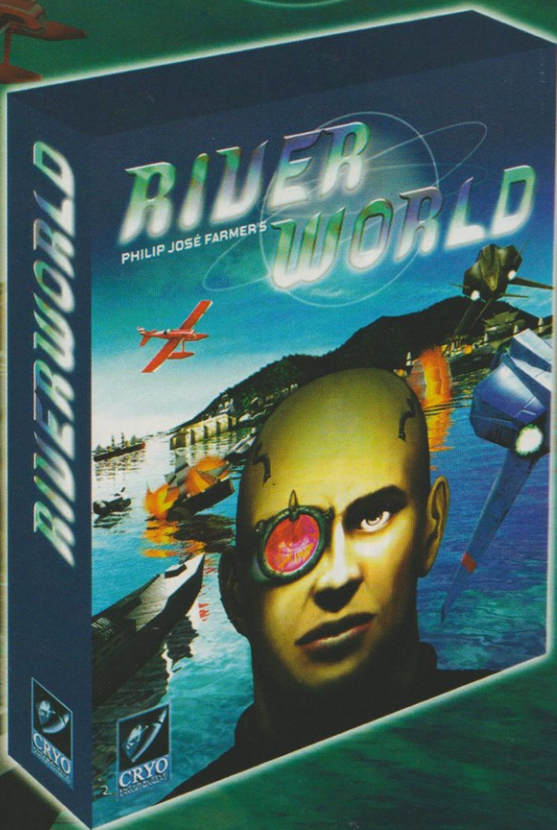
Set for an October release GM is hoping to get its driving mitts on *XG2* in time for GM 75 (out 30th Oct).



# COMING SOON FROM CRYO

## RIVER WORLD

PHILIP JOSÉ FARMER'S



A CRYO PRODUCTION



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# ACTUA SOCCER 3

**NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST**

Mmm... Another soccer game or a hole in the head? It's not an easy decision is it? But before you opt for the obvious choice – and take a Black and Decker to your skull – just take a look at what *Actua Soccer 3* has to offer football hungry gamers...

With 450 teams from the best leagues in the world, *AS3* gives you access to over 10,000 players who've all been based on real life players from teams around the world. There are even ten key superstar players, so look out for those Ronaldos and Shearers.

When you've waded through the players and teams, you can take your chosen 11 to 30 of the world's most famous football grounds. Old Trafford, Wembley, Nou Camp and Bayern Munich's Olympic Stadium have been realistically reproduced. Each features over 1000 polygons, which makes you wonder how they found room for the spectators and their frenzied cheering.

Of course, gameplay is the most important feature and *Actua Soccer 3* boasts a level of AI that should make its predecessors blush with embarrassment. Players have been gifted with much better positional awareness which means that each game should flow very sweetly thanks to an improved passing game.



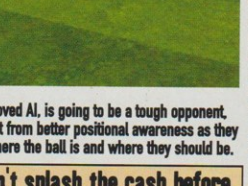
▲ The CPU, with its improved AI, is going to be a tough opponent, but your players'll benefit from better positional awareness as they have a clearer idea of where the ball is and where they should be.



▲ These shots are from the PC version of the game and they look fantastic.



▲ There are some of the world's most famous stadiums packed in here.



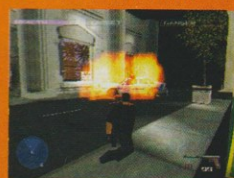
# SYPHON FILTER

**NEW GAME! ■ FIRST SHOTS! ■ NEW GAME!**

Washington DC hangs under the threat of attack from a group of terrorists. They're ready to release a biological weapon that could kill millions. There's only one man who can resolve the situation and that's where you come in in the guise of Gabe Logan. This square-jawed hardnut has to use stealth techniques (*Metal Gear Solid*-style) and plenty of firepower to deal with the bad guys. Stealth and espionage games are hot property right now, see *MGS* on page 14.



▲ This joins *Tomb Raider 3*, *Tenchu*, *MGS* and *Commandos* as yet another game using stealth techniques...



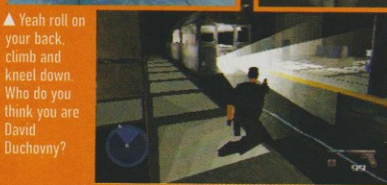
▲ ...It just shows what a popular element it is right now. If this captures the tension of *MGS* it'll be a winner.



▲ Yeah roll on your back, climb and kneel down. Who do you think you are David Duchovny?



◀ It's a bit grumpy at the moment but Sony have big plans for the filter. Still, he's all very Milk Tray!



AVAILABLE ON



Can this compete with *MGS*? We'll have more news on it very soon...

# B-MOVIE

**NEW GAME! ■ FIRST SHOTS! ■ NEW GAME!**



Kitch, 50s sci-fi action comes by the spade-load in *B-Movie*, from GT. This promises to be a furious shoot-em-up with its tongue firmly wedged in its cheek. You've got to shoot down as many of the little green Martian blokes as possible to unlock new weapons and ships. The 3D engine's great – dead smooth and nippy.

▼ Attack of the 50ft slug-type, green bad special effects thing... Aaaagh!



AVAILABLE ON



Space Invaders hang up to date, with an injection of humour, out October 25th.



# ODDWORLD: ABE'S EXODUS

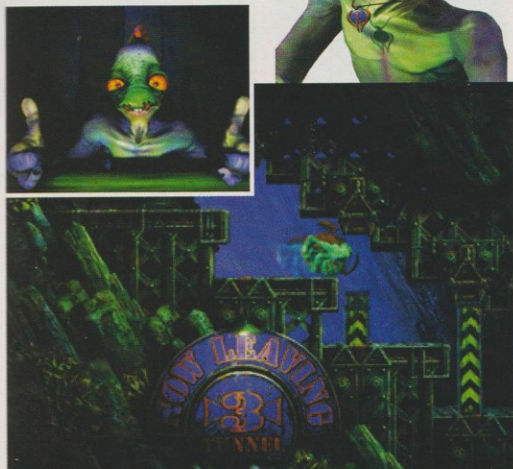
NEW GAME! ■ FIRST SHOTS! ■ NEW GAME!

Abe's back and this time someone's made his arse very angry indeed! Yes the little green fella's picked up a few new tricks and one of them is a lethal fart attack, rather like Les's.

Not only has his rotten digestive system been updated but now other characters react to different situations and change emotions, depending on what's going on around them.

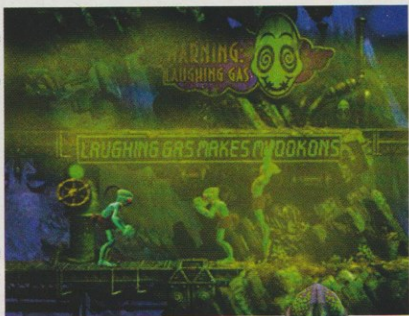
They've also been doing some book learning, and have a much bigger vocabulary. Abe's going to have to interact with them to discover many of the game's hidden secrets.

He's not limited to new farting powers, he's got updated Game Speak, new possession power and loads of levels.



▲ You can expect the gameplay to follow the original very closely. It's got the same side-scrolling design and similar look. Then again, we're not complaining!

► Is that green fog a mystic guff gas from Abe's arse? You'll have to wait and read our review of Abe's Exodus in the next issue of GamesMaster.



▼ A clip from the FMV which is already looking quite fantastic.



Expect a review in the next issue.

# LEGACY OF KAIN

GM UPDATE! ■ NEW SHOTS!

A deeply Gothic adventure, Legacy of Kain: Soul Reaver goes far beyond the level of gameplay we saw in the original.

The first thing you'll notice are the graphical improvements as hires and extremely fluid characters make their evil way round the fully 3D, liberatingly free environment, like Lara and her mates.

There are ten classes of vampire in the game and a host of other spooks and ghouls. Non-aggressive characters remember you and react according to how you treat them. The less friendly guys will hunt you remorselessly so watch your neck!



▲ The graphic in Crystal Dynamics sequel are stunning. Wait until you see the environments twist and turn



AVAILABLE ON



Discover the dark secrets of Nosgoth when this is released in February 1999.

# REDLINE

NEW GAME! ■ FIRST SHOTS! ■ NEW GAME!



The playable automobile to rival time is now with us... The Redline Racecar gives you a custom built, high speed car from the cockpit of a space car race. With the choice of ten cars and falling on foot as well as multi-player options for up to 16 players over a LAN, this should be a big hit. Plenty of Vaseline 8 style gameplay.

AVAILABLE ON



A fast moving blast and drive-em-up that's already looking great.

# FIRST LOOK!

Run your eyes down this column for a glimpse of the future. oh yes...

## GEX 4



Gex makes his return as a secret agent with a mission to save the beautiful Agent Xtra.

## DESCENT 3



Hotly awaited sequel to fast-paced shoot-em-up series - should be here by Spring 1999.

## KANAAN



Use stealth and sabotage to protect your planet from an invading alien race.

## SABOTEUR



Tomb Raider meets Soul Blade in this third-person stealth-em-up. It's got some competition.

## MOTO RACER 2



Super-realistic motorcycle racing action over 40 different tracks and eight themes.

## WILD METAL COUNTRY

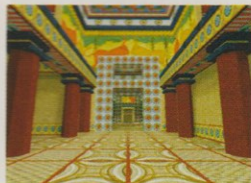


A third-person tank game that draws from the best of classic arcade tank and driving games.





▲ The Daikatana's a weapon with time travelling abilities and that means...



▲ ...that the game's developers have been able to set it in a range of...



▲ ...environments, from Ancient Greece and Japan, to chilly Norway.

# DAIKATANA

**NEW GAME!**

**FIRST SHOTS!**

The Daikatana is a weapon so powerful it took the life of its creator to make... in more ways than one. Usagi Miyamoto travelled the world consulting, among others, Haitian Vodoo priests and Celtic druids before forging the sword in a mystical white heat. It was only when he'd finished it that he realised the weapon could never be allowed to fall into the wrong hands. So he buried the sword and killed himself, hoping to keep its resting place secret forever.

This Samurai blade is the focal point of the latest first-person slash and blast-em-up created by the legendary *Quake*-designer John Romero. Using the *Quake 2* engine, the game takes you on a time-tripping adventure, righting history's wrongs.

You see, not only is the Daikatana a sword of awesome might but also a time-travelling tool, as a team of archaeologists discover when they unearth it thousands of years after Usagi's death.

Playing as Hiro Miyamoto, you have to travel through four time zones, including Ancient Greece, Japan and Norway. The CPU takes control of your two side-kicks, the beautiful Mikiko Ibihara and Superfly Johnson.

The emphasis is on monster splatage with 64 of the gibbering loons to dispense of using 32 reliably outrageous weapons... brill!



▲ Grr... *Quake*-style mutants make their presence felt on this level.

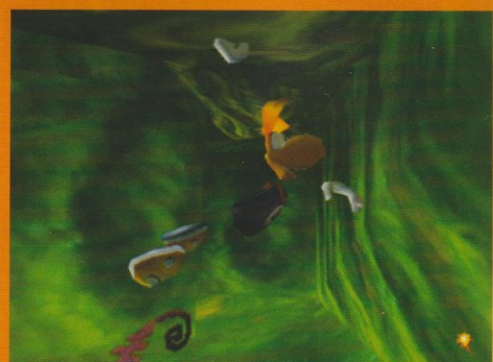
► It's Hiro Miyamoto and pals — Superfly Johnson and Mikiko Ibihara.



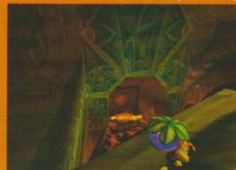
▲



▲ It might use the *Quake 2* engine but will the level design be on a par?



▲ This is *Rayman*'s first foray into the plump world of three dimensions...



▲ ...but he's not just relying on graphical niceness, he's packing...



▲ ...some new moves too. Like *Crash*, he's heading underwater.

# RAYMAN 2

**NEW GAME! FIRST SHOTS! NEW GAME!**

*Rayman* gets a whole new dimension to his gameplay, throwing him into the 3D platforming arena but promising much more than a visual treat for PC, N64 and PSX gamers.

As before he can run, swing, swim and use his hair to fly like a helicopter. But now his magic fist can turn into a torch or tap enemies on the shoulder before flipping them head over heels.

The little fella's even got a sensitive side and isn't afraid to show it through a range of face-twisting expressions.



AVAILABLE ON  
PlayStation

Keep an eye out for this, it should be here around the end of November...

# EARTHWORM JIM 3D

**GM UPDATE!**

**NEW SHOTS!**

Also making a 3D debut, *Earthworm Jim*'s latest adventure sees him trying to repair his brain's cerebral cortex. It's an environment heavily laden with lunacy as *Jim* adventures through his fear, fantasy and phobias. Disco Zombies, the Bovine Special Elite and a manic scooter driving rabbit are just some of the freaks he's up against.



▲ *Interplay* are known for their bonkers games and *EWJ* is one of their best loved.

▲ Disco Zombies do their funky thang as *Jim* legs it across the room.

AVAILABLE ON  
PlayStation

*Interplay* should have their adventuring invertebrate with us by December.

AVAILABLE ON

PlayStation

PC

You can expect to see this around the end of the year... we'll be putting on our Samurai hats to test it out soon!



# SPYRO THE DRAGON

GM UPDATE! ■ NEW SHOTS!



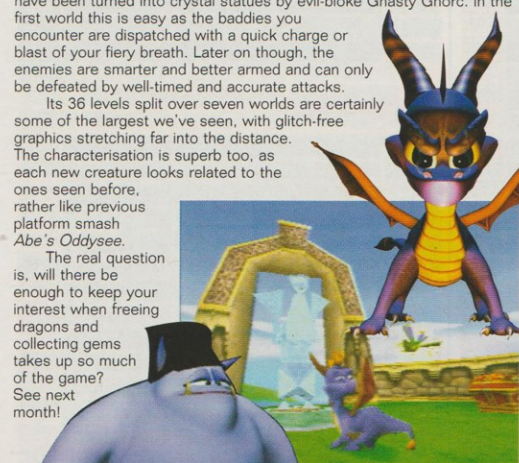
At first glance you might think that this is just another product of Sony's cuteness factory. But, winging its way from the creators of top Doom-clone *Disruptor* (Insomniac Games), *Spyro* promises to be that rare commodity – a playable 3D platformer. Much of the game's depth comes from the fact that not only can Spyro jump and run around the massive 3D environments, but he can also glide at a press of the  $\Phi$  button. This makes working your way up to higher ground even more of a priority as, to reach many platforms, you'll have to glide long distances over lethal pools and chasms.

The object of the game is to free 120 of your fellow dragons who have been turned into crystal statues by evil-bloke Gnasty Gnorc. In the first world this is easy as the baddies you encounter are dispatched with a quick charge or blast of your fiery breath. Later on though, the enemies are smarter and better armed and can only be defeated by well-timed and accurate attacks.

Its 36 levels split over seven worlds are certainly some of the largest we've seen, with glitch-free graphics stretching far into the distance.

The characterisation is superb too, as each new creature looks related to the ones seen before, rather like previous platform smash *Abe's Oddysee*.

The real question is, will there be enough to keep your interest when freeing dragons and collecting gems takes up so much of the game? See next month!



▲ The dragonfly that follows Spyro around is actually his health meter...



Is *Spyro* a *Mario*-beater crammed into the body of a small dragon? Review next issue!

# BODY HARVEST

GM UPDATE! ■ NEW SHOTS!



Cosmic apocalypse is about to rain down on the heads of earthlings as *Body Harvest* brings us the kind of violence that N64 gamers have been crying out for.

But it's no brainless blaster. *Body Harvest* has its share of puzzle solving RPG elements as you take Adam Drake (head ET killer) across five massive time zones (including Greece 1916, Java 1941, USA 1966, Siberia 1991 and the aliens' 2016 Comet base).

There are over 130 types of vehicle, all specific to the period of time you're in. They're the only way you'll cover the massive sprawling levels that this chucks at you.

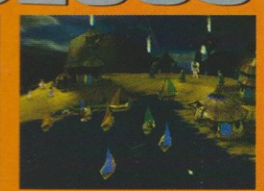


▲ It isn't graphically spectacular but the gameplay is. Find out in our review next issue.



This should be out during December to bring festive blood-letting to your N64.

# POPULOUS



NEW GAME! ■ FIRST SHOTS! ■ NEW GAME!

The latest in Bullfrog's god sim series this attempts to reinvent the genre to make it more personal, strategic and tactical. Command your followers and help your Shamen win wars, then watch as your influence spreads across the planet. (Warning: Power may corrupt.)



Get your very own god-complex when *Populous* hits the High Street.

## FIRST LOOK!

BLADE



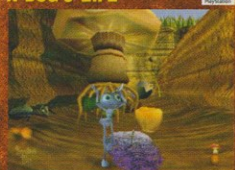
Dungeons and Dragons meets hack 'n' slash action in this fantastic looking 3D adventure.

SIM CITY 3000



More god sim action when this latest version of the fantastic *Sim* series hits the streets

A BUG'S LIFE



Disney's new film is the basis for this 3D adventure where you play as Flik the heroic ant.

X PRO BOARDER



This goes for realism by having five of the world's top boarders as playable characters.

TARTAN ARMY



The Braveheart licence brings a dose of kilted-strategy to your PC. William Wallace-style.

D-JUMP



An action adventure set in an Egyptian-style environment, using exploding body parts!



# COMING SOON!

## GAMESMASTER'S ESSENTIAL GAMING CALENDAR

Get your diaries out, because these pages contain the most important information you're ever going to need - release dates. Almost every game that's due to hit the High Street between now and Christmas is here, so you can plan your gaming calendar up to and beyond the festive period. Remember that release dates are prone to change, but all the information here is correct at the time of going to press.

### OCTOBER

DATE	GAME NAME	PUBLISHER	FORMAT
7th	Buggy	Gremlin	PSX
7th	Buggy	Gremlin	PC
9th	Assault	Telstar	PSX
9th	C&C: Platinum	Virgin	PSX
9th	Megaman X4	Virgin	PSX
9th	Music	Sony	PSX
9th	Spyro the Dragon	Sony	PSX
9th	Pocket Fighter	Virgin	PSX
9th	1080° Snowboarding	THE	N64
9th	Twisted Edge Snow	THE	N64
9th	Space Circus	Infogrames	PC
9th	Blood Omen Essential	Eidos	PC
9th	Return to Krondor	Cendant	PC
9th	Mask of Eternity	Cendant	PC
9th	Space Circus	Infogrames	PC
9th	Caesar 3	Impressions	PC
9th	Catz 3	Mindscape	PC
9th	Dark Reign Essential	Activision	PC
9th	Dogz 3	Mindscape	PC
9th	European Air War	MicroProse	PC
9th	Grand Prix Legends	Cendant	PC
9th	Hexen 2 Essential	Activision	PC
9th	Madden '99	EA	PC
9th	Netstorm Essential	Activision	PC
9th	Nightlong	Team 17	PC
9th	Rainbow 6	EA	PC
9th	Klingon Honour Guard	MicroProse	PC
16th	RC Stunt Copter	Infogrames	PSX
16th	Space Circus	Infogrames	N64
16th	Buck Bumble	Ubisoft	N64
16th	Madden '99	EA	N64
16th	Wargasm	Infogrames	PC
16th	Baseball 2000	Interplay	PC
16th	Jimmy White's Cueball	Virgin	PC
16th	May Day	Take Two	PC
16th	Magic & Mayhem	Ubisoft	PC
16th	Simpsons Studio	EA	PC
16th	Soccer Pro Manager	EA	PC
16th	Space Bunnies Must Die	GTI	PC

16th	Superbikes WC	Virgin	PC
16th	Virtual Springfield	EA	PC
16th	Wargasm	Infogrames	PC
21st	Actua Golf 3	Gremlin	PSX
23rd	F1 '98	Psygnosis	PSX
23rd	Global Domination	Psygnosis	PSX
23rd	Brian Lara Cricket	Codemaster	PC
23rd	Football World Manager	Cendant	PC
23rd	Gabriel Knight Mysteries	Cendant	PC
23rd	F1 '98	Psygnosis	PC
23rd	Global Domination	Psygnosis	PC
23rd	Half Life	Cendant	PC
23rd	Newman Haas Racing	EA	PC
23rd	Screamer Sports Car	Virgin	PC
23rd	Wing Co Prophecy Gold	EA	PC
26th	Actua Soccer 3	Gremlin	PSX
26th	Actua Soccer 3	Gremlin	PC
27th	Turok 2	Acclaim	N64
30th	Brian Lara Cricket	Codemaster	PSX
30th	Earthworm Jim 3D	Interplay	PSX
30th	Knockout Kings '99	EA	PSX
30th	NBA Jam '99	Acclaim	PSX
30th	Small Soldiers	EA	PSX
30th	Tenchu	Activision	PSX
30th	Thrill Kill	Virgin	PSX
30th	Zero Divide 2	Sony	PSX
30th	Bombberman Hero	THE	N64
30th	Earthworm Jim 3D	Interplay	N64
30th	Fighting Force 64	Eidos	N64
30th	G.A.S.P.	THE	N64
30th	Micro Machines 64	Codemaster	N64
30th	NBA Jam '99	Acclaim	N64
30th	Dark Vengeance	Cendant	PC
30th	Descent 3	Interplay	PC
30th	F-16 Aggressor	Virgin	PC
30th	Game of Life	Hasbro	PC
30th	Gangsters	Eidos	PC
30th	Homeworld	Cendant	PC
30th	ODT	Psygnosis	PC
30th	Sierra Football '99	Cendant	PC
30th	Sim City 3000	EA	PC
TBC	NFL Extreme	Sony	PSX
TBC	NBA '99	EA	PSX
TBC	Victory Boxing	Virgin	PSX
TBC	Bass Hunter	Take 2	N64
TBC	12 Tales Conkers 64	THE	N64
TBC	Gex 64	Interplay	N64
TBC	Knife Edge	THE	N64
TBC	Disney Tetris	THE	N64

TBC	RC Racing	Acclaim	N64
TBC	Silicon Valley	Take Two	N64
TBC	10th Planet	Virgin	PC
TBC	Falcon 4	MicroProse	PC
TBC	Grim Fandango	Virgin	PC
TBC	Hardcorps	Eidos	PC
TBC	Joe Blow	Telstar	PC
TBC	Machines	Acclaim	PC
TBC	MiG 29	Eidos	PC
TBC	MiG 29 Alley	Eidos	PC
TBC	Monkey Hero	Take 2	PC
TBC	Montezumas Return	Take 2	PC
TBC	Off Road Challenge	EA	PC
TBC	Puma Street Soccer	Eidos	PC
TBC	Rebel Moon Revolution	Eidos	PC
TBC	Settlers 3	Bluebyte	PC
TBC	Siege	Telstar	PC
TBC	Space Circus	Infogrames	PC
TBC	Spyro the Dragon	Sony	PSX
TBC	Terra Victus	Take 2	PC
TBC	Bass Hunter	Take 2	GB
TBC	Bust-A-Move 3	Acclaim	GB
TBC	NBA Jam '99	Acclaim	GB
TBC	Turok 2	Acclaim	GB

### NOVEMBER

5th	Blasto	Sony	PSX
6th	Bust-A-Groove	Sony	PSX
6th	Colony Wars: Vengeance	Psygnosis	PSX
6th	Libero Grande	Sony	PSX
6th	Michael Owen's WLS	Eidos	PSX
6th	V-Rally	Infogrames	N64
6th	Carmageddon 2	SCI	PC
6th	Fallout 2	Interplay	PC
6th	Test Drive 5	EA	PC
6th	Sin	Activision	PC
7th	Oddworld 2: Abe's Exodus	GTI	PSX
13th	Apocalypse	Activision	PSX
13th	Brunswick Bowling	EA	PSX
13th	GTA Platinum	Take Two	PSX
13th	Rival Schools	Virgin	PSX
13th	Body Harvest	Take Two	N64
13th	Extreme G 2	Acclaim	N64
13th	NHL Hockey '99	Acclaim	N64
13th	C&C: Tiberian Sun	Virgin	PC
13th	Dungeon Keeper 2	EA	PC
13th	Sierra Basketball '99	Cendant	PC
13th	Viva Football	Virgin	PC

## COMING SOON IN JAPAN

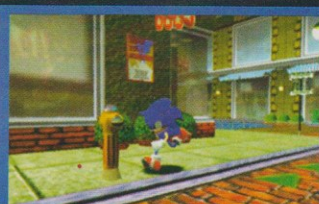
## WHAT THEY'RE LOOKING FORWARD TO...

**Dec Final Fantasy 8** Square **PSX**  
FF7 broke all records when it was released and it looks like this will be bigger and better. Wahoo!

**Nov Zelda** Nint **N64**  
Miyamoto's latest epic brings RPGs to the N64, in style. A huge adventure and it'll surely be a classic.

**Nov Dreamcast** Sega **DC**  
An expensive PC in a little white box. Is Sony's world domination about to end? We'll know soon.

**Nov Sonic Adventure** Sega **DC**  
Sega's spiky blue hero is going to launch the Dreamcast - and the early signs are that it's an epic.





# THE ONES TO WATCH-OUT-FOR! GOTTA HAVE THESE...

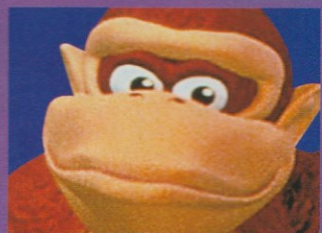
Man the guard towers. Fire up the searchlights. Send out the bloke in your local games emporium.

These are the games that you absolutely must get hold of the day they're released. We've seen them both and know just how good they're going to be. If you want the cream of the crop for Christmas then look no further than these two epic games.



Dec Parasite Eve Sony PSX

Square horror RPG is finally beaching itself in the UK. Expect lots of shocks and FF7-style gameplay. Good-oh.



Dec Donkey Kong World THE N64

Rare have given the word that it's happening. N64 owners should start dribbling about now.

13th	Colour Game Boy	THE	GB
18th	Brian Lara Cricket	Codemasters	PSX
18th	TOCA Touring Car 2	Codemasters	PSX
20th	Cool Boarders 3	Sony	PSX
20th	PFA Soccer Manager	EA	PSX
20th	Psybadec	Psygnosis	PSX
20th	Tiger Woods '99	EA	PSX
20th	Viva Football	Virgin	PSX
20th	Populous: The Beginning	EA	PC
20th	Heretic 2	Activision	PC
20th	TOCA Touring Car 2	Codemasters	PC
23rd	Tomb Raider 3	Eidos	PC
27th	F1 Racing '98	Ubisoft	PSX
27th	FIFA '99	EA	PSX
27th	ODT	Psygnosis	PSX
27th	Rayman 2	Ubisoft	PSX
27th	Tomb Raider 3	Eidos	PSX
27th	FIFA '99	EA	N64
27th	F-Zero X	THE	N64
27th	Rayman 2	Ubisoft	N64
27th	Tonic Trouble	Ubisoft	N64
27th	WCW/NWO Revenge	THQ	N64
27th	FIFA '99	EA	PC
27th	Railroad Tycoon 2	Take 2	PC
27th	Rayman 2	Ubisoft	PC
30th	Wipeout 64	Psygnosis	N64
TBC	Rat Attack	Mindscape	PSX
TBC	Wing Over 2	Virgin	PSX
TBC	Bust-A-Move 3	Acclaim	N64
TBC	F-Zero X	THE	N64
TBC	NFL QBC '99	Acclaim	N64
TBC	Penny Racers	THQ	N64
TBC	SCARS	Ubisoft	N64
TBC	Top Gear Racing	THE	N64
TBC	360	Cendant	PC
TBC	Abe's Exodus	GTI	PC
TBC	Alien Intelligence	Eidos	PC
TBC	Alpha Centauri	EA	PC
TBC	Assault	Telstar	PC
TBC	Asteroids	Activision	PC
TBC	Baldur's Gate	Interplay	PC
TBC	Centipede	GTI	PC
TBC	Chaos	Ubisoft	PC
TBC	Close Combat 3	Microsoft	PC
TBC	Daikatana	Eidos	PC
TBC	Diablo 2	EA	PC
TBC	Driver	TBC	PC
TBC	Earthworm Jim 3D	Interplay	PC
TBC	Flying Nightmares 2	Eidos	PC
TBC	Head Hunter	Eidos	PC
TBC	Heavy Gear 2	Activision	PC
TBC	Heretic 2	Activision	PC
TBC	Indiana Jones	Virgin	PC
TBC	Interstate 82	Activision	PC
TBC	Knockout Kings '99	EA	PC

TBC	Legend of the 5 Rings	Activision	PC
TBC	NFL QBC '99	Acclaim	PC
TBC	Premier Manager '99	Gremlin	PC
TBC	Revenant	Eidos	PC
TBC	Skullcaps	Ubisoft	PC
TBC	Starship Troopers	MicroProse	PC
TBC	Tonic Trouble	Ubisoft	PC
TBC	WLS '99	Eidos	PC
TBC	Star Wars Yoda Stories	Acclaim	GB

## DECEMBER

4th	Asteroids	Activision	PSX
4th	Crash Bandicoot 3	Sony	PSX
4th	Zelda	THE	N64
4th	V-Rally 64	Infogrames	N64
4th	F1 Racing '98	Ubisoft	N64
4th	Asteroids	Activision	PC
11th	Parasite Eve	Sony	PSX
11th	Duke Nukem: TTK	GTI	N64
TBC	Draken	Psygnosis	PSX
TBC	Star Wars: Rogue Squad	Lucas Arts	N64
TBC	Cowpokes	Telstar	PC
TBC	D Jump	Ubisoft	PC
TBC	Extreme G 2	Acclaim	PC
TBC	Fly	Take 2	PC
TBC	Heroes of Might & Magic 3	Ubisoft	PC
TBC	Requiem	Ubisoft	PC
TBC	Solar	Ubisoft	PC
TBC	Spitfire	Microsoft	PC
TBC	Third World	Activision	PC
TBC	Turok 2	Acclaim	PC
TBC	Blade	Gremlin	PC
TBC	NHL Hockey	Gremlin	PC
TBC	Sierra Sports Skiing	Cendant	PC
TBC	Soulbringer	Gremlin	PC
TBC	Tribal Lore	Gremlin	PC
TBC	Wild Metal Country	Gremlin	PC
TBC	Baby Universe	Sony	PSX
TBC	Azure Dreams	Konami	PSX
TBC	Shadowman	Acclaim	PC
TBC	Shadowman	Acclaim	PSX
TBC	Shadowman	Acclaim	N64
TBC	WCW Vs Nitro	EA	PC
TBC	Thrust, Twist & Turn	Take 2	PC
TBC	Violent Conduct	Telstar	PC
TBC	Unification	Telstar	PC
TBC	Airport Inc	Telstar	PC
TBC	Star Wars: BT Magic	LucasArts	PC
TBC	Star Wars: Rogue Squad	LucasArts	PC
TBC	Age of Empires 2	Microsoft	PC
TBC	Star Wars: Force Com	LucasArts	PC

# CONNEXION!

If you've got a problem, or want to know when a game is coming out, who ya' gonna call?

**Acclaim**  
(0171) 344 5000  
Moreau House, 112-120  
Brompton Road,  
Knightsbridge, London  
SW3 1JJ

**Activision**  
(01895) 456 700  
Gemini House, 133 High  
Street, Weylesley,  
West Drayton, Middlesex  
UB7 7QL

**Bullfrog**  
(01483) 579 399  
The Mana House, Unit 1A,  
Guildford Business Park,  
Guildford, Surrey  
GU2 5AG

**Cendant**  
(0118) 920 9100  
2 Beacontree Plaza,  
Gilett Way, Reading  
RG2 8BS

**Codemasters**  
(01926) 814 132  
Lower Farm House,  
Stoneythorpe,  
Southam, Warks  
CV33 0DL

**Core Design**  
(01332) 297 797  
55 Ashbourne Road, Derby  
DE22 3FS

**Datel Electronics**  
(01785) 810 838  
Stafford Road, Stone,  
Staffs ST15 0DG

**Eidos Interactive**  
(0181) 780 2222  
Ferry House, 51-57 Lacy  
Road, London  
SW15 1PR

**Electronic Arts**  
(01753) 549 442  
90 Heron Drive, Langley,  
Berkshire SL3 8XP

**Empire Interactive**  
(0181) 343 7337  
The Spire, 677 High  
Road, North Finchley,  
London  
N12 0DA

**Gremlin Interactive**  
(0114) 273 8601  
The Green House, 33  
Bourdon Street, Sheffield  
S1 4XA

**GT Interactive**  
(0171) 258 3791  
The Old Grammar, 248  
Marylebone Road, London  
NW1 6JT

**Infogrames**  
(0171) 738 8199  
18A Old Town  
Clapham  
London  
SW4 0LB

**Interplay**  
(01628) 423 666  
Harleyford Manor,  
Harleyford, Marlow, Bucks  
SL7 2DX

**Konami**  
(01895) 853 0000  
Konami House, 54a  
Cowley Mill Road,  
Uxbridge, Middlesex

**Maxis**  
(0171) 505 1500  
Caledonia House, 223  
Pentonville Road, London

**MicroProse**  
(01454) 893 893  
The Ridge, Chipping  
Sodbury, Avon BS17 6AY

**Microsoft UK**  
(01734) 270 001  
Microsoft Plaza, Winnersh  
Triangle, Wokingham,  
Berkshire RG11 5TT

**Mindscape**  
(01444) 246 333  
Priority House, Charles  
Avenue, Maltings Park,  
Burgess Hill, West Sussex  
RH15 9TQ

**Nintendo Hotline**  
(01703) 652222

**Ocean**  
(0161) 832 6633  
2 Castle Street,  
Castlefield, Manchester  
M3 4LZ  
Nintendo Helpline  
(01703) 652 222

**Psygnosis**  
(0151) 282 3000  
Napier Court, Wavertree  
Technology Park, Liverpool  
L13 1EH

**Sega Europe**  
(0181) 995 3399  
266-270 Gunnersby  
Avenue, London W4 5QB

**Sony UK**  
(0171) 287 7803  
6th Floor, 13 Great  
Malborough Street,  
London W1V 2LP

**Take Two**  
(01753) 854 444  
Hogarth House, 29-31  
Sheet Street, Windsor,  
Berkshire SL4 1BY

**Team 17**  
(01924) 267776  
Longlands House,  
Wakefield Road, Ossett,  
West Yorkshire WF5 9JS

**Telstar Electronic Studios**  
(01932) 222 232  
The Studio, 62-64 Bridge  
Street, Walton-on-Thames,  
Surrey KT12 1AP

**THE Games**  
(01703) 653377  
Parnham Drive  
Boydatt Wood  
Eastleigh  
Hampshire

**THQ International**  
(01372) 745 222  
4 The Parade, Epsom,  
Surrey KT18 5DH

**Ubi Soft**  
(0181) 944 9000  
Vantage House, 1 Weir  
Road, Wimbledon, London  
SW19 8UX

**Virgin Interactive  
Entertainment**  
(0171) 368 2255  
2 Kensington Square,  
London  
W8 5RB



# ARCADE DRAMA

FUTURE GAMES TO FEED YOUR BRAIN!

VOL  
#02



Stinking, oily heaps of scrap aren't everyone's idea of romance but who cares when they've got weapons this size?

**Capcom: Home of *Street Fighter*, *Residence of Evil* and now place where big robots stomp on heads in *Tech Romancer*.**

Of course, these aren't really robots at all but gi-normous battle mechs, armoured suits fitted with rockets, cannons, lasers and en suite cyber-bogs. There are 12 mechs to select for a scrap, ranging from comical R2-D2 types to retro Manga-jobs and finally the

## TECH ROMANCER

OUT: AUTUMN (JAPAN)  
BOARD: PS-BASED TBC

HOME CONVERSION: PSX (93% CHANCE)  
SPECIAL FEATURES: NONE

DEVELOPER: CAPCOM  
PUBLISHER: CAPCOM

PLAYERS: 1-2  
CHARACTERS: 12

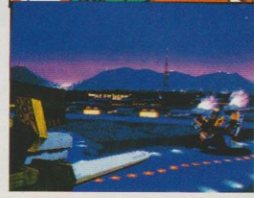
Military class big guns. You also pick who you want to pilot your mech – this decides what happens in the one-player Story mode and the plot changes to reflect the outcome of each battle.

If you don't fancy loads of cut-scenes than you could try Hero Challenge, where you take on 12 characters. At the end of every fight you're given a ranking.

Whichever mode you choose there are plenty of settings to duel

in. Pummel on the top of city-blocks, bomb in the middle of the desert or hunt your opponent down in a night time skirmish.

Unlike many games in the mech genre, the action isn't confined to the ground, you can get airborne too, lobbing missiles, energy beams and plasma grenades as you fly about. All the time the camera zooms in and out depending on how close the two combatants are.



### UP-CLOSE!

Run at each other and the camera zooms in to show combat up close as the two contestants poke spiky things into each other's cockpits and fire a massive laser blast, point blank.



▲ More on the newest arcade games in our JAMMA show report next issue.

### MECH IT GOOD!

There are 12 mechs to pilot in *Tech Romancer* each varying in speed, armour and firepower. Will you go for a silly dustbin-shaped droidette or a lumbering, mountain-chewing military 'bot, that wouldn't look out of place in *Metal Gear Solid*? Yep, us too!



▲ The robots are inspired by the Japanese Macross robot series, which in turn inspired the Transformers.



▲ Each robot caters for a different type of player – you could go for a retro type, a morphing one, or even a comical one.

### AIRBORNE...

Unlike previous mech efforts, you get to fly around, waging airborne combat with the latest cruise missiles and energy weapons. No more covering behind buildings for you, matey.



▶ The night stages are bloody great – watch the explosions light up the sky.



▼ As well as fighting up close, you can use your projectile attacks from miles away.



▶ There's top use of a zooming camera effect.

▼ It's an orgy of effects, and it's in your face!







## POLICE REPORT

Accident Report / RTA-1156

Date: 1st September 1998

Time: 14.43 hrs

Injuries: None

Attending Officers Report:

Badge No: 362661

"This is the twelfth incident of this type within seven days. All because V-Rally is now available for just £19.99 as part of the Platinum range. What do the makers of V-Rally think they're doing? Don't they know it makes people think that doing a handbrake turn at over 90mph is easy? Doing 160mph down a country lane is not a piece of cake, believe me."

GMP/RTA/R11-675

11 official world rally cars.

42 challenging tracks.

Replay mode after each stage.

Co-driver voiceover.

3 Modes - championship, arcade and time trial.

Multiplayer split-screen, vertical and horizontal.

Official PlayStation Magazine 9/10

PlayStation Plus 94%

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ocean



**V-RALLY**  
HEART RACING ACTION

# PlayStation®

PLATINUM

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**EVEN**

Do you bomb out within seconds of entering a new level?

Ever wish you had the bottle to tempt fate, take dares, and defy danger?

Get ready, your wish has been granted...

**THE**

**TAKE THE MOST  
CHALLENGING  
GAMES AND BLOW  
THEM APART**

**ODDS**

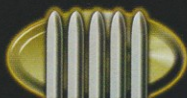
**EQUALIZER**  
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FOR PLAYSTATION™

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EQUALIZER never goes out of date - cheat codes for new games can be found and added to EQUALIZER'S Cheat Code Library:

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- Visit the Datel Website: [www.datel.co.uk](http://www.datel.co.uk)
- Or call the Datel codeline: 0891 516355\*

INCLUDES CD NAVIGATOR: Navigate your Game CD to find game images, in-game movie sequences, audio tracks and more!

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100% Compatible with Action Replay

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WARE**  
by Datel



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# Games Master **TIPS**

FOR GAMEBREAKERS EVERYWHERE!

## F.A.Q.

Set Colin McRae to turbo with our tips...



p50

## SECRETS SERVICE

Join the world's greatest code-breakin' club!



p56

## CONSOLATION ZONE

It's the place where you ask the questions and The Head answers!



p60

**AROOGAA! AROOGAA!**  
Warning: You are about to enter my zone, gamesplayer. I hope you've washed your hands...



## CODE GIRL!

She scours the planet for hot import tippage...

page 49!

## MASTERCLASS

ADVANCED TECHNIQUES



page 62!

## GLITCH-CITY

GAMING QUIRKS



page 63!

**HOT! THE LATEST GAMEBREAKING NEWS OVER THE PAGE**



# TIPS EXPRESS



These are the latest cheats, the very freshest 'hot-from-the-oven' codes and new-born 'still-covered-in-goo' hints. This is Tips Express and, whether you're looking to spice up or defeat your latest gaming purchase, this is the first place that you should look...



# C&C RETALIATION SHOT DOWN IN FLAMES!

## WHY FIGHT WHEN YOU CAN CHEAT TO VICTORY?

Wargames just don't get much better than the monster-selling *Command & Conquer* series. The latest PlayStation outing is *Retaliation*, and now you can beat it into surrender like this:

### Cheat Mode

Click on the 'Teams' button menu with  $\odot$  (or whichever button is set as 'Cancel') or the right mouse button. Then, move the pointer over the following icons on the tool bar and press  $\odot$  ('Cancel') or the right mouse button on each.

### Invincibility

Come on take a shot! Feel no pain by simply pressing  $\odot$  or the right mouse button when the pointer is over  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$  and  $\odot$ .

### Reveal Full Map

Get orientated by pressing  $\odot$  or the right mouse button when the pointer is over  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$  and  $\odot$ .

### Parabomb

Get hold of this weapon by pressing  $\odot$  or the right mouse button when the pointer is over  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$  and  $\odot$ .

### Chronoshift

Send your units forward and back in time by pressing  $\odot$  or the right mouse button when the pointer is over  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$  and  $\odot$ .

### Money is People

Press  $\odot$  or the right mouse button when the pointer is over  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$  and  $\odot$ .

### Instant Victory

This is a bit of an opt-out but if you really have to... Press  $\odot$  or the right mouse button when the pointer is over  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$  and  $\odot$ .



## WARGAMES NEW CODES OUT!

These codes can be accessed in single-player mode by hitting 't' and typing them or by hitting one of the F1...F4 keys.

**EYEOFOD** - allows extra level of zoom on lower level machines

**SALADTOSSED** - choose level

**TWOBYFOUR** - builds units (eg two-by-four dragoon)

**HERMES** - speeds up building of units

**DONKEYS** - missiles replaced by jeeps

**MORNINGAFTER** - removes fog of war

**GIMMIEGIMMIE** - build without com centre

**UNCLEJOHN** - God mode

**CHACHING** - adds 10,000 to your cash total and can be used as many times as you like

**MRMUSCLE** - upgrades player's armour

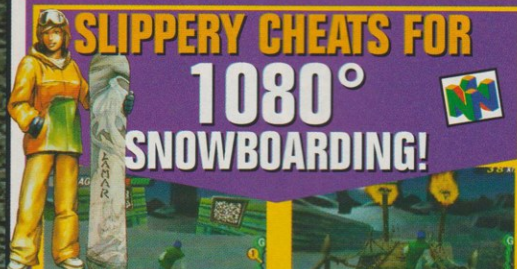
**BIGSOFTY** - downgrades enemy's armour

**COFFEE** - upgrades player's speed

**BEER** - downgrades enemy's speed

**SHAFT** - upgrade player's firepower

**SHANK** - downgrade enemy's firepower



## SLIPPERY CHEATS FOR 1080° SNOWBOARDING!

1080° has raced to the top of the N64 charts and to save you getting board with it (ahem), try out these little tricks...

### Crystal Boarder

Clear the Expert mode. At the Character Select screen, highlight Akari. Press C-Left and then A (you should be at the screen showing character stats). If you've performed the code correctly, at the Track Selection screen, Akari's picture will be replaced with that of the Crystal Boarder.

### Deadly Fall Course

In a Match race, defeat the six courses on Expert mode to unlock this course.

### Dragon Cave Course

In a Match race, defeat the five courses on Hard mode to unlock this course.

### Metal Boarder

Beat Expert mode with the Crystal Boarder. At the Character Select

screen, highlight Kensuke. Press C-Up and then A (you should be at the screen showing character stats). If you've performed the code correctly, at the Track Selection screen, Kensuke's picture will be replaced with that of the Metal Boarder.

### Panda Boarder

Win first place in all of the Time Attack and Trick Attack modes. At the Character Select screen, highlight Rob. Press C-Right and then A (you should be at the screen showing character stats). If you've performed the code correctly, at the Track Selection screen, Rob's picture will be replaced with that of the Panda Boarder.

### Penguin Board

Perform all 24 tricks in Training mode. At the Board Selection screen, highlight Tahoe 151. Press C-Down and then A.



# MADDEN '99

## MORE TEAMS & STADIUMS!

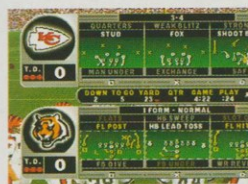
### GET YOUR HANDS ON NEW LINE-UPS!

If the Cowboys, 49ers and Broncos aren't enough try these...

#### New Teams

Enter one of these as a code, then again as a player name on the create player screen.

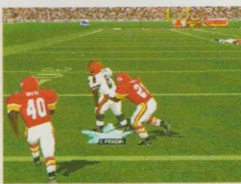
Team	Code
NFC Pro Bowl	BESTNFC
AFC Pro Bowl	AFCBEST
All-Madden	BOOM
All-time Stat Leaders	IMTHEM
'60s Greats	PEACELOVE



'70s Greats  
BELLBOTTOMS  
'80s Greats  
SPRBWLSHUFL  
'90s Greats  
HEREANDNOW

#### Enable real names on classic teams:

MADDENAMES  
All-Time Greats  
TURKEYLEG  
75th Anniversary Team  
THROWBACK  
NFL Equipment Team  
GEARGUYS  
1999 Cleveland Browns



WELCOMEBACK  
EA Sports  
INTHEGAME  
Tiburon  
HAMMERHEAD

#### Bonus stadiums:

Enter one of these as a code, and again as a player name on the Create Player screen to get your players hut-hut-hut in a spanking new stadium...

Stadium	Code
EA Sports	EA_STADIUM
Tiburon	OURHOUSE
Cleveland	DOGPOUND99
RFK	THEHOGS
Original Miami	NOTAFISH
Original Tampa	SOMBRERO
Original Oakland	STICKEM
Astrodome	FOR_RENT

## STRATEGY PLANET!

Code Girl here, welcome to my world! I've been scouring the planet for cheats on games that won't see the light of day in the UK for a while. If you haven't got an import copy of these yet, keep hold of this bit and you'll have a library of cheats when they do finally get released. Simple.

### RIVAL SCHOOLS GETS NEW CLOTHES

**Alternate Hinata costume:** Complete the Arcade mode with Hinata, Batsu, and Kyosuke. Then, enable the Short-cut mode and choose the alternate character from the bottom row of the character selection screen. **Fashion-tastic!**  
**Alternate Tiffany costume:** Successfully complete the Arcade mode with Tiffany, Roy, and Boman. Then, enable the short-cut mode and choose the alternate character from the bottom row of the character selection screen.

**Alternate Natsu costume:** Successfully complete the Arcade mode with Natsu, Shoma, and Roberto. Then, enable the short-cut mode and choose the alternate character from the bottom row of the character selection screen.  
**Alternate Kyoko costume:** Successfully complete the Arcade mode with Kyoko and Hideo. Then, enable the short-cut mode and choose the alternate character from the bottom row of the character selection screen.

**Windows screen saver:** Insert the game disc into a PC compatible CD-ROM drive and copy the 'pocket.scr' file into the Windows\System directory. A Pocket Fighter screen saver should now be available under Settings/Control Panel/Display/Screen Saver.

### SPYRO CRASHES

If you want a hands-on look at the new Crash Bandicoot game, simply buy a copy of Spyro the Dragon (don't worry there are plenty of other reasons for getting it). Then press L1 + @ when 'Press Start' appears at the opening screen. You'll be presented with a short demo of Crash 3. Wahey.

### EINHANDER CHEATS

**Bonus fighters:** Unlock 15 or more secrets and complete the game under any difficulty level to fly in one of the small Earth fighters. Complete the game under the hard difficulty level without continuing more than two times to fly in one of the Moon fighters from the final level.

**Gallery option:** Complete the game with a high ranking to access a "Gallery" option from the main menu. Select it to view various graphics depicting the ships, weapons, and battles in the game. Darn fine stuff!  
**Start with gunpods:** Begin the game and reach a point where various gunpods have already been obtained. Intentionally lose the game and use all remaining lives. Allow the timer to reach zero on the continue screen. Allow the title screen to appear and select "Start". Select a ship and equip it as desired.

## STOPPRESS • STOPPRESS • STOPPRESS

# X-MEN VS STREET FIGHTER

#### Arcade mode:

Quickly press @ (x2), @, L1 or @ (x2), @, L1 at the main menu to enable the EX Option. Use that option to set 'Original mode'. Then, choose Vs

More cheats in this issue's tips book!

mode and have player one select both of their characters. Player two should then select the same two characters in the opposite order that player one used. Begin the game, play and press HP to switch team mates. The EX Option menu may also be used to keep the power meter full. Note: For anyone

with an import copy of the Japanese version you'll need to do the following... quickly press @ (x2), @, @, and L1 at the main menu to activate the code... Gengideskal

**In-game reset:** A hassle-free way of restarting the game... Hold R1 + L1 + Select + Start.

## STOPPRESS • STOPPRESS • STOPPRESS

### N64 WC '98 EXTRAS

#### Programmers team...

Select any team and enter BuryFC as a player name on the team customisation screen.

#### Scoring sounds:

Press A, B, C-Left, or C-Down after a goal is scored.

#### Classic games:

Win the World Cup using any team, then select WC Classics option. Win it again using either classic team to unlock the matches in the following order... Uruguay v Argentina (1930) Italy v Hungary (1938) Uruguay v Brazil (1950) West Germany v Hungary (1954) England v West Germany (1966) Brazil v Italy (1970) West Germany v Holland (1974) Italy v West Germany (1982)



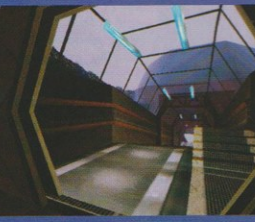
## SNEAKY PC CHEATS! RAINBOW SIX

The game that's wowing the States has just got its long-awaited UK release - and we've got some even more long-awaited cheats for it.

All you have to do to bust this top strategy action game wide open is enter these passwords and play any mission.

**silentbutdeadly** - fart when you walk  
**turnpunchkick** - makes the players 2D\*  
**1-900** - Makes torsos big when a character takes a breath  
**meganoggin** - HUGE heads  
**bignoggin** - big heads on everyone  
**Sfingerdiscount** - refill ammo  
**explore** - turn off victory conditions  
**nobrainier** - no brains in the game  
**stumpy** - stumpy people  
**teammog** - God mode  
**avatargod** - God mode

Our news rats out in Tipsland have also heard rumours that these following passwords may activate something deep in the game, but no one seem to know quite what they do yet. Try 'em and see.  
**debugkeys**  
**clodhopper**  
**fastactionresponseteam**





# COLIN MCRAE

# RALLY



# F.A.Q.

## TIPSTER



PETE WILTON



Whether you want to cane Corsica or murder Monte Carlo we've got expert advice for every stage of every rally PLUS Nicky Grist's very own maps...

**TRACKS RIPPED WIDE OPEN! ■ LOADS CODES! ■ SET-UP SECRETS! ■ RACING TIPS!**

## USE YOUR TERRAIN...

- 1. Ditches:** If there's a ditch on the inside of a tight bend, with a little practice, you can cut the corner tight and dip the front inside wheel into the ditch. This makes the car lag and swing out just enough to slow the car down and therefore you can really speed into the corner.
- 2. Barriers and walls:** On many tracks, particularly Monte Carlo and Corsica, there are some very harsh corners. These corners are protected on the outside edge by Arnco's and walls to stop people driving headfirst over a cliff. If you take the corner wide the car will scrape against the obstruction and you will be knocked back onto the road. This does however cause minor damage to the car and is not advisable on night stages where headlights are vital.
- 3. Water splashes and streams:** a feature found in many places in Colin McRae Rally, act in a similar way to the ditches. You'll find that when you drive into water the car is slowed. If the water goes across the road, use this to your advantage by turning and sliding slightly through the water. When you come out of the other side you'll be facing the correct direction and you can power ahead in a straight line.
- 4. Stay on the road/track:** This might sound obvious but, in nearly every stage, the areas to the left and right of the road/track will slow the car. Time is everything and although cutting corners might seem a good idea, it might slow you down more than you had thought.
- 5. If you crash:** think about the quickest way out of where you are. Is it really better to back the car out the way you came and move on? Or maybe if you're facing the wrong way, throw the steering full left or right and reverse until roughly facing the right direction, then floor it out. Done correctly and it won't only save you time but it will look good on the replays too!

## GENERAL TIPS

### Set-up and Repair

The different sections of your car should be repaired in this order:

1. Engine: for all round speed and acceleration.
2. Gearbox: for acceleration.
3. Handling: speed is nothing without it.
4. Brakes: low priority but still very important.
5. Electrics: fix this if there is a night stage coming up.

### Tyre choice

Tyres are the first step to winning. Apply common sense here and take note of what type of stage you find easiest - that's where you should be able to acquire those valuable seconds.

**Slicks:** Maximum grip on tarmac roads. They have no tread and are useless for all other surfaces - so don't take them to Sweden.

**Dry grooves:** A tyre orientated for use on loose surfaces. The grooved tread grips all loose surfaces, from gravel to dust.

**Wet grooves:** Heavily grooved to perform excellently on wet surfaces. An exceptional tyre in muddy conditions.

**Spikes:** Very specialised tyre for use on snow and ice. Using studs to find grip, they are impractical for any other surface.

**TIP:** The snow in Monte Carlo is thin and wet, so we'd advise you to select wet grooves instead of spikes.

### Suspension

The suspension falls into three categories and is worth playing around with once you're comfortable with what they do.

**Soft suspension:** Allows the car to ride over rough terrain, but causes less precise handling.

**Normal suspension:** This regular setting is good for all round performance. Ideal when the road ahead might change from gravel to mud to tarmac.

**Hard Suspension:** Good for control and precision handling but is inadvisable for rough terrain. Recommended for Corsica and Monte Carlo where the stages are mostly tarmac based.

### Brakes

**Front bias:** This setting gives the car a tendency to understeer. This is useful if you find your car's too responsive.

**Even:** This braking gives no extra handling effects.

**Rear bias:** This setting will give the car a tendency to oversteer. Similar to the hand brake but less drastic. Beware on wet stages.

### Steering sensitivity

**Low:** With low sensitivity the player has precise control on open stages. Not recommended for tight, twisty stages.

**Average:** For general use on the majority of stages.

**High:** High sensitivity is useful for stages with severe bends.

### Gear ratio

This category has a larger range than most others do. Be careful not to use the extreme settings unless they are warranted by the track ahead, your time may suffer as a result.

**Max Acceleration:** This gives the car rapid acceleration, but seriously limits the car's top speed. Useful on very windy tracks and special stages.

**Good Acceleration:** This is useful on twisty stages. Its top speed isn't as limited as with max acceleration.

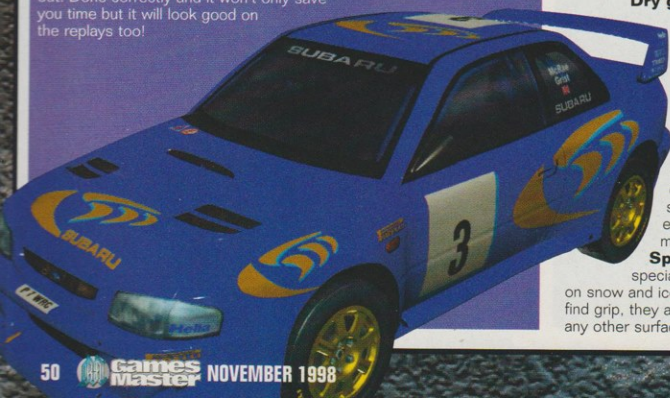
**Balanced Speed:** This setting gives the car a good top speed and swift acceleration.

**High Speed:** This gives a high top speed without losing too much acceleration, an advantage on the more open stages.

**Max Speed:** This gear ratio gives the car the maximum top speed but the acceleration will be slow. Useful on open stages only.

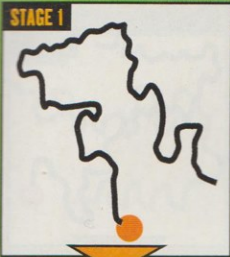
### Summary...

It's tough to stress just exactly how important it is to get your set-up right. Check the guides that follow for stage set-up recommendations. Don't forget to adapt these to your personal driving style. In addition, analogue and dual shock users may find the steering sensitivity of little importance. We recommend you give it a go in the Swedish rally.





## NEW ZEALAND



**STAGE 1**

Tyres	Dry
Suspension	Medium
Braking	Even
Steering	Medium
Gear Ratio	Balanced

**ADVICE:** You don't need to brake for this gravel-coated track, just ease off the throttle entering the tight corners then whack the power back on.



**STAGE 2**

Tyres	Dry
Suspension	Medium
Braking	Even
Steering	Medium
Gear Ratio	Balanced

**ADVICE:** The quarry section catches everyone out first time, follow the path around slowly but make sure you're at max speed up the exit ramp.



**STAGE 3**

Tyres	Wet
Suspension	Medium
Braking	Rear
Steering	Medium
Gear Ratio	Balanced

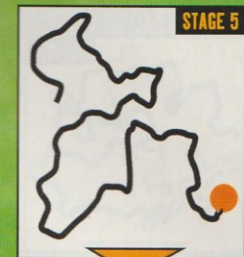
**ADVICE:** Watch for the farm gates in sections 3 & 4. When driving on mud, ease off the power to slide into a corner, then re-apply as you turn out.



**STAGE 4**

Tyres	Dry
Suspension	Medium
Braking	Rear
Steering	Medium
Gear Ratio	Balanced

**ADVICE:** A very fast course that rewards careful slideage. Point the car at about 30° to the screen into each corner, any more and at top speed it'll flip!



**STAGE 5**

Tyres	Wet
Suspension	Medium
Braking	Even
Steering	Medium
Gear Ratio	High Speed

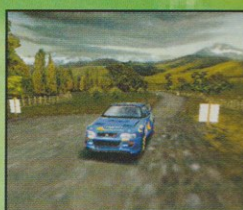
**ADVICE:** Hang your front wheels over the lip of the ditches for a sharper turn. Follow the mud tracks or you'll lose time and miss the gate.



**STAGE 6**

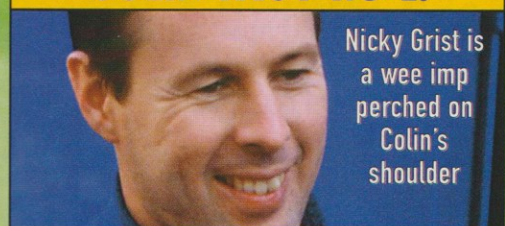
Tyres	Dry
Suspension	Soft
Braking	Rear
Steering	Medium Gear
Ratio	Good Acceleration

**ADVICE:** Stick to the mud tracks as they end with tight turns. When you see the white Land Rover prepare to hang a sharp left onto an off-road bit.

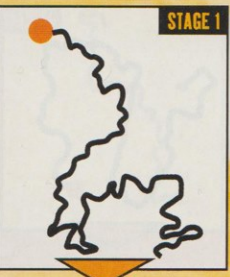


▲ New Zealand is wet, green and a good first challenge for any racer. The thing is, where are the sheep... realism? Pah!

## COLIN FACT NO 1:



## GREECE



**STAGE 1**

Tyres	Dry
Suspension	Soft
Braking	Even
Steering	Medium
Gear Ratio	Good Acceleration

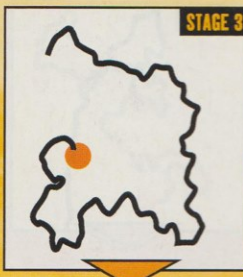
**ADVICE:** The trick to super-fast times is to turn early, sliding your car on the dusty gravel with the bonnet pointed in at the rocks.



**STAGE 2**

Tyres	Dry
Suspension	Medium
Braking	Even
Steering	Medium
Gear Ratio	Good Acceleration

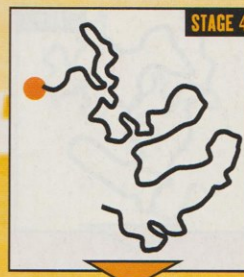
**ADVICE:** It can be dangerous but you can cut tons of these corners, watch for where the fences recede from the inside of the track and rocket across.



**STAGE 3**

Tyres	Dry
Suspension	Soft
Braking	Even
Steering	Medium
Gear Ratio	Max

**ADVICE:** Avoid the greenery but don't worry about cutting across the sandy bits if it gives you a straighter line. Get it right and you won't need to brake.



**STAGE 4**

Tyres	Dry
Suspension	Medium
Braking	Even
Steering	Medium
Gear Ratio	Good Acceleration

**ADVICE:** Watch for rocks on the inside of the bends. When hitting a rise, angle your car slightly in the direction of the turn immediately following.



**STAGE 5**

Tyres	Dry
Suspension	Medium
Braking	Even
Steering	Medium
Gear Ratio	Good Acceleration

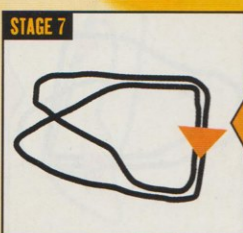
**ADVICE:** Don't try to cut across the slopes or you'll roll. Keep at a steady angle into each gravelly turn and you should slide round.



**STAGE 6**

Tyres	Dry
Suspension	Medium
Braking	Even
Steering	Medium
Gear Ratio	Balanced

**ADVICE:** The main problem here is losing time by straying onto the pebbly border. Keep on the yellowy gravel even if it means easing off the accelerator.



**STAGE 7**

Tyres	Dry
Suspension	Soft
Braking	Even
Steering	Medium
Gear Ratio	Good Acceleration

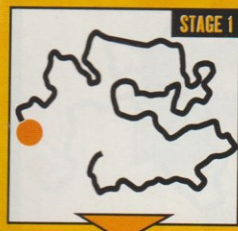
**ADVICE:** Beat your opponent and you'll get the Ford Escort. The trick is not to overcook the bends, ease off and then power down the fast straights.



▲ After New Zealand's wet climate you can expect some very dry driving conditions, so adjust accordingly.



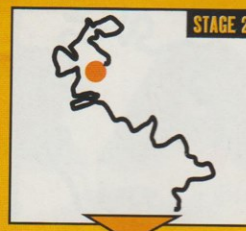
## MONTE CARLO



**STAGE 1**

Tyres	Wet
Suspension	Medium
Braking	Even
Steering	Medium
Gear Ratio	Max

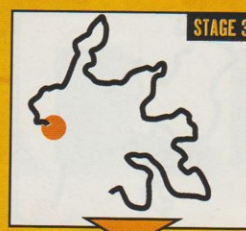
**ADVICE:** When driving on snow, turn earlier than normal so that the car slides sideways, then release and reapply the power as you reach the turn.



**STAGE 2**

Tyres	Wet
Suspension	Medium
Braking	Even
Steering	Medium
Gear Ratio	Max

**ADVICE:** Show no fear and you can get a record time on this almost frictionless course. Brake into the hairpins and just whang your motor round.



**STAGE 3**

Tyres	Wet
Suspension	Medium
Braking	Even
Steering	Medium
Gear Ratio	Good Acceleration

**ADVICE:** Snow isn't a major worry here but straying onto the dirty borders is. Don't be caught out by the trees on the one snowy section of the track.



**STAGE 4**

Tyres	Dry
Suspension	Stiff
Braking	Rear
Steering	Medium
Gear Ratio	Max

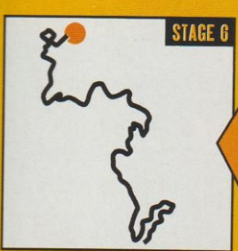
**ADVICE:** It may take place at night, but you can eat-up the tarmac if you trust your co-driver and start turning a few seconds after each instruction.



**STAGE 5**

Tyres	Dry
Suspension	Medium
Braking	Rear
Steering	Medium
Gear Ratio	Good Acceleration

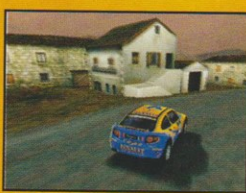
**ADVICE:** Grippy tarmac shouldn't be a problem with Wet or Dry tyres, this is easy, just don't push so hard that you end up in the trees.



**STAGE 6**

Tyres	Wet
Suspension	Medium
Braking	Rear
Steering	Medium
Gear Ratio	Balanced

**ADVICE:** Get the first two corners right and the record is there for the taking. Don't forget to turn in early and let the car slide itself into position.

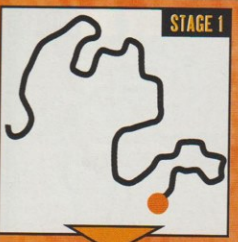


△ Make sure you learn the stages. The best way to record good times is to know exactly what to expect.

### COLIN FACT NO 2:

You get improved analogue control if you wear a kilt.

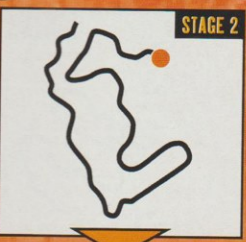
## AUSTRALIA



**STAGE 1**

Tyres	Dry
Suspension	Medium
Braking	Rear
Steering	Medium
Gear Ratio	Good Acceleration

**ADVICE:** The track is relatively simple, you'll need to ease off and avoid cutting corners as greenery slows you down drastically.



**STAGE 2**

Tyres	Dry
Suspension	Medium
Braking	Even
Steering	Medium
Gear Ratio	Balanced

**ADVICE:** Watch for the hard left into a gate in section two. On the crest, angle yourself slightly in the direction of the corner following each jump.



**STAGE 3**

Tyres	Dry
Suspension	Medium
Braking	Rear
Steering	Medium
Gear Ratio	High Speed

**ADVICE:** Adopting a smooth driving style reaps dividends on this fast course. Pull off a slide in the water splash to line-up for the corner that follows.



**STAGE 4**

Tyres	Dry
Suspension	Medium
Braking	Rear
Steering	Medium
Gear Ratio	Balanced

**ADVICE:** Easier than the Monte Carlo night stage, you can pick up valuable seconds here. Only a couple of hard turns are required, just keep sliding.



**STAGE 5**

Tyres	Dry
Suspension	Medium
Braking	Even
Steering	Medium
Gear Ratio	Balanced

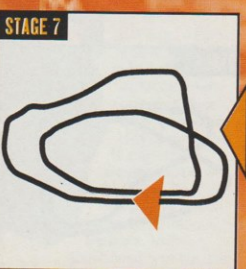
**ADVICE:** With slopes and grassy borders it's important you stay on the track. Watch for a hard right in front of some railway carriages.



**STAGE 6**

Tyres	Dry
Suspension	Medium
Braking	Even
Steering	Medium
Gear Ratio	Good Acceleration

**ADVICE:** An easy first half and a devilish second. Treat the later corners as part of a complex circling to the left rather than whanging it into each one.



**STAGE 7**

Tyres	Dry
Suspension	Medium
Braking	Even
Steering	Medium
Gear Ratio	Max

**ADVICE:** Win this and you get a decent bonus car – the Ford RS200. Use the dusty gravel surface to keep your car sliding round the square right-handers.



△ The tracks might be dust bowls but the borders are heavy with car-slowsing green stuff... trees, grass, bushes.



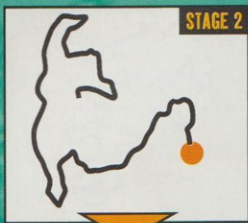
## SWEDEN



**STAGE 1**

Tyres	Spikes
Suspension	Stiff
Braking	Even
Steering	Medium
Gear Ratio	Max Acceleration

**ADVICE:** Go slow, this is slippery. Keep off the snow and tap the brake into each corner, lining up your bonnet, then applying a brief burst of power.



**STAGE 2**

Tyres	Spikes
Suspension	Stiff
Braking	Even
Steering	Medium
Gear Ratio	Good Acceleration

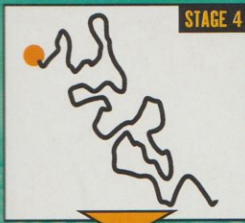
**ADVICE:** The only real problem on this track is going too fast and ending up in the trees at the end of one of the straights, time to take first place.



**STAGE 3**

Tyres	Spikes
Suspension	Stiff
Braking	Even
Steering	Medium
Gear Ratio	Balanced

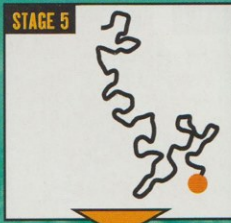
**ADVICE:** Tricky at the ends and fast in the middle, keep tapping the brake while entering the harder corners and beware the icy borders as you slide.



**STAGE 4**

Tyres	Spikes
Suspension	Stiff
Braking	Even
Steering	High
Gear Ratio	Max Acceleration

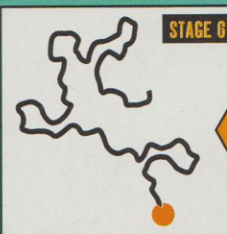
**ADVICE:** This track can sense fear, but brake and slide into each corner, power out and follow Grist's directions, and you'll do well.



**STAGE 5**

Tyres	Spikes
Suspension	Stiff
Braking	Even
Steering	High
Gear Ratio	Max Acceleration

**ADVICE:** Exercise extreme caution on the 'open' sections of the track, as you can all too easily spin out. Keep tapping the brake into the corners.



**STAGE 6**

Tyres	Spikes
Suspension	Stiff
Braking	Even
Steering	Medium
Gear Ratio	Max Acceleration

**ADVICE:** Speed is the enemy on a track that's both fast and twisty. Luckily it's fairly broad so keep sliding along the centre line and you'll be alright.



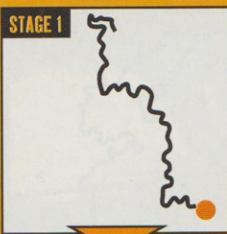
Remember that you brake quicker when you're turning and accelerate quicker when travelling in a straight line.

## COLIN FACT NO 3:

Ulrika-ka-ka Jonson designed the Swedish tracks. Minx!



## CORSICA



**STAGE 1**

Tyres	Slicks
Suspension	Medium
Braking	Even
Steering	Medium
Gear Ratio	Balanced

**ADVICE:** The grippy tarmac allows you to turn late, just after your bonnet's past the tightest point of the corner. Watch for those barriers.



**STAGE 2**

Tyres	Slicks
Suspension	Medium
Braking	Even
Steering	High
Gear Ratio	Balanced

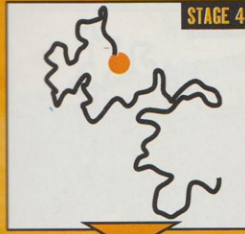
**ADVICE:** The walls are the problem here, it's better to tap the brakes than prang your motor. Two corners in sections 5 & 6 require some handbrake.



**STAGE 3**

Tyres	Slicks
Suspension	Medium
Braking	Even
Steering	Medium
Gear Ratio	Good Acceleration

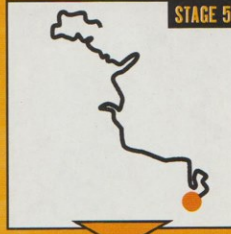
**ADVICE:** Hairpins galore mean this is handbrake city, it's worth slowing as running off onto the embankments will lose you far too much time.



**STAGE 4**

Tyres	Slicks
Suspension	Medium
Braking	Rear
Steering	Medium
Gear Ratio	Good Acceleration

**ADVICE:** Taking hairpins at night sounds impossible, but it's not, if you handbrake just after Nicky's instructions. Keep swinging the back-end out.



**STAGE 5**

Tyres	Slicks
Suspension	Medium
Braking	Rear
Steering	Medium
Gear Ratio	Good Acceleration

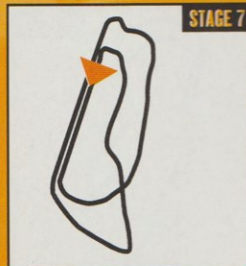
**ADVICE:** Instead of sliding, just hold the analogue D-pad at the correct angle as you turn and you'll sweep through this quick, curvaceous course.



**STAGE 6**

Tyres	Slicks
Suspension	Medium
Braking	Rear
Steering	High
Gear Ratio	Balanced

**ADVICE:** Tricky at each end and speedy in the middle, this course can be driven very fast indeed, if you handbrake on the four tightest corners.



**STAGE 7**

Tyres	Slicks
Suspension	Medium
Braking	Rear
Steering	Medium
Gear Ratio	High Speed

**ADVICE:** Beat your opponent and you get the posh Lancia Delta Integrale. The tactics for this stage are simple, just go flat-out all the way round!



There's plenty of scope for using the handbrake on this course. Normally it's best not to rely on it too much.



## INDONESIA

STAGE 1



STAGE 1

Tyres Dry  
Suspension Medium  
Braking Even  
Steering Medium  
Gear Ratio Good Acceleration

**ADVICE:** This track has a few nasty bends in sections 5 & 7 but otherwise it's just a question of avoiding the sandy borders and the palm trees.

STAGE 2

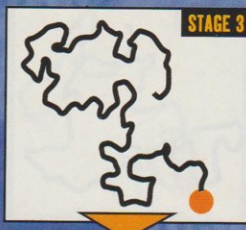


STAGE 2

Tyres Dry  
Suspension Soft  
Braking Even  
Steering Medium  
Gear Ratio Good Acceleration

**ADVICE:** Quick on the tarmac, it's essential to slow down for the mud. Sections 2 & 3 contain a series of concealed hairpins – use the handbrake.

STAGE 3

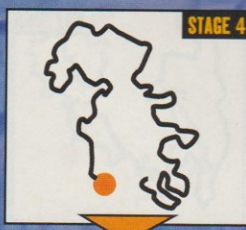


STAGE 3

Tyres Wet  
Suspension Medium  
Braking Even  
Steering Medium  
Gear Ratio Max

**ADVICE:** If you're out of control, tap the brakes then back on full-power for extra grip. In the latter stages, hug the mountain to the left to avoid a drop.

STAGE 4

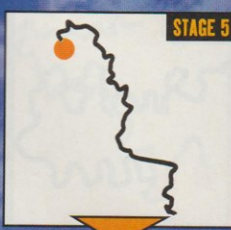


STAGE 4

Tyres Wet  
Suspension Medium  
Braking Rear  
Steering Medium  
Gear Ratio Max

**ADVICE:** Rain + mud + night = extreme caution. Take it slow, easy and smooth with no sudden yanks of the wheel. If you go off-track, brake and slowly re-join.

STAGE 5

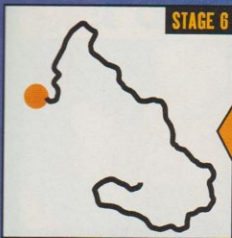


STAGE 5

Tyres Dry  
Suspension Medium  
Braking Rear  
Steering Medium  
Gear Ratio Good Acceleration

**ADVICE:** Fast, with more gentle bends than hairpins, this is where you can really fly. Apart from the narrow forest sections it's speed city.

STAGE 6



STAGE 6

Tyres Dry  
Suspension Medium  
Braking Rear  
Steering Medium  
Gear Ratio Balanced

**ADVICE:** Staying on the darker middle of the track is the key here. Don't get carried away speed-wise as it's easy to oversteer and end up in a tree.



▲ For once in a driving game, you're going to have to listen to your co-driver, especially on the tricky night stages.

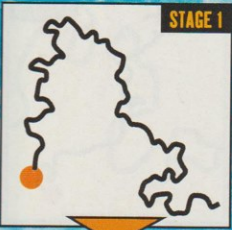
## COLIN FACT NO 4:

Colin's Scottish mansion is made entirely out of mud.



## UNITED KINGDOM

STAGE 1



STAGE 1

Tyres Wet  
Suspension Medium  
Braking Rear  
Steering High  
Gear Ratio Max

**ADVICE:** Watch out for logs on this muddy, snowy course. Hang your front wheels over the ditches to help corner. Kerb your speed on snowy sections.

STAGE 2



STAGE 2

Tyres Wet  
Suspension Medium  
Braking Rear  
Steering High  
Gear Ratio Max

**ADVICE:** Tapping the brakes while the accelerator is held down is the way to get round the tougher corners. Steer back into the slide if the back-end goes.

STAGE 3



STAGE 3

Tyres Dry  
Suspension Medium  
Braking Even  
Steering Medium  
Gear Ratio Balanced

**ADVICE:** Fast but painfully narrow, watch the fences like a hawk coming into each corner, you're doing well if you manage not to trash your car.

STAGE 4



STAGE 4

Tyres Dry  
Suspension Medium  
Braking Even  
Steering Medium  
Gear Ratio Max

**ADVICE:** The fast, open gravel and tarmac sections are great, but it requires discipline to slow down for the mud. Watch for bales of hay on the corners.

STAGE 5

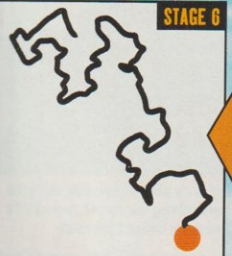


STAGE 5

Tyres Wet  
Suspension Medium  
Braking Rear  
Steering Medium  
Gear Ratio Max

**ADVICE:** Mix of woods, car parks and rivers shrouded in mist. Avoid the bales, use the handbrake on the hairpins and slide through the easier turns.

STAGE 6

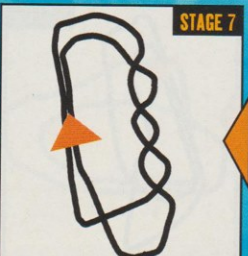


STAGE 6

Tyres Wet  
Suspension Medium  
Braking Rear  
Steering Medium  
Gear Ratio Max

**ADVICE:** Insanely tough, muddy night stage. Prepare to use the handbrake and don't stray from the track or you'll end up in the Welsh valleys.

STAGE 7



STAGE 7

Tyres Wet  
Suspension Medium  
Braking Rear  
Steering Medium  
Gear Ratio Max

**ADVICE:** This super-special could win you the storming Audi Quattro. Don't be afraid to attack the corners, slide and correct by braking and then accelerating.



▲ Water tends to slow the car. But if it runs across the road, spin the car and it'll then be facing in the right direction



# COLIN'S CODES

## EFFECT

Turbo Boost  
Double Power  
Forklift Mode  
60 Frames / Sec  
Reduce Gravity  
MicroMachines  
Reverse Tracks  
Mirror Tracks  
All Night  
Hover Car  
Chrome Car

## INPUT DRIVER'S NAME AS

KITCAR  
MOREOOMPH  
FORKLIFT  
SILKYSMOOTH  
MOONWALK  
DIDDYCARS  
SKCART  
WHITEBUNNY  
NIGHTRIDER  
HOVERCRAFT  
TINFOILED



# COLIN McRAE RALLY





# SECRETS SERVICE

SPONGE'S SMOKING GUN OF GAMING JUSTICE IS LOADED WITH SILVER TIP-ED BULLETS!



## CHEATIN' DAWG...

THE HOUSE OF THE DEAD • VAMPIRE SAVIOUR  
QUAKE • COURIER CRISIS

**NU-GEN  
JOYPAD  
WINNER!**  
SEE PAGE 57

### THE HOUSE OF THE DEAD

Play as Sophie

To play the game as Sophie and one of the female scientists, choose Saturn mode and then go to the character select screen. Now you need to hold down L and R and press Up, Down, X, Y, Z. If the cheat has worked, you'll hear a noise.

### Get to the cheat menu

All you need to do to get to the cheat menu is to first find the main menu screen with the Arcade and Saturn mode option. Now press L, R, R, L, L, R. You should now hear a noise. Now hold L and R and choose any mode by pressing start and you should find yourself on the cheat menu. From here you can select any level and change the colour of the blood in the game. Purple, no green... blue!

### VAMPIRE SAVIOUR

To get the EX Options...

This is a monster-ridden beat-em-up, if you want to get to the EX Options, first finish the game once without using any continues. Now go to the title screen, highlight Option, hold L and R and press Start. When you've got this screen up, you can mess around with loads of brilliant options.

### Fight against Oboro

To fight against Oboro, you have to be in your punch colour if you're player one or your kick colour if you're player 2. Now finish the game without losing a single round and getting at least three EX Super or Dark Force finishes. You should fight Oboro (a super version of Bishamon) after the final boss.

### Play as Oboro

To play as Oboro, beat him in Arcade mode then go to the character select screen and highlight Bishamon. Now hold L and R for five seconds and press any button.

### Play in the Shadow mode

To play in the Shadow mode, highlight the random select box on the character select screen and press L and R together

five times. On the fifth press hold L and R and press all three buttons to select your character. You'll be playing as normal but with a big shadow behind your fighter. When you win a fight, the shadow will possess your opponents body. You'll play as them next.

### QUAKE

Tracer effects on Nail Gun

To give the Nail Gun a lovely tracer effect, you just have to pause the game and highlight Autotarget. Then press R, L, X, Y, Z, L, X, Y, Z.

### More powerful weapons

This time you have to highlight Autotarget on the Options Menu and press R, L, R, X, Y, Z, X, Y, Z, to get your hands on some meaty guns.

### COURIER CRISIS

Press L and X together and you can stick your fingers up at people.

### Big Character

Go to the Options screen and press A, C, C, B, B, B, A, A, C. Do it again and you'll shrink!

### Hidden practice level

It makes perfect you know! To get this level go to the course selection screen and then press R and Z together.

### Wireframe mode

pause the game and press Left, Left, Right, Right, Left, Right, Left, Right.

### Some Passwords

SAVAGEAPES  
XFIFTYONEX  
KFKFKFOEKJ

FDKFKKHCJK

IFKFKFKGKJ

### Level Selects

1...  
2...  
3...  
4...  
5...  
6...  
7...  
8...  
9...  
10...  
11...  
12...  
13...  
14...  
15...

Julia Dawson, Tooting

Play as gorilla  
Play as alien  
Start with the Pantera  
Start with the Zaskar  
Start with the STS 1

EFLCIFCGKJ  
IFLCIFCCKI  
MFLCIFCCKJ  
AFLCIFCKKJ  
FHCLFICGJL  
FLCLFICIL  
FPCLFIOCJL  
FDCLFIKCJL  
KFLCIFCGII  
OFLCIFCII  
CFLCIFCOIJ  
GFLCIFCKJ  
FFLCIFGCCJ  
FJCLFICIJ  
FNCLFIOCJL



SAT

SAT

### STARCRAFT

PC

#### Cheat codes

Press Enter during the game and type these codes:

1. POWER OVERWHELMING:  
God mode
2. THE GATHERING:  
Increase firepower
3. FOOD FOR THOUGHT:  
You can make as many soldiers as you want.
4. BLACK SHEEP WALL:  
Clears the fog

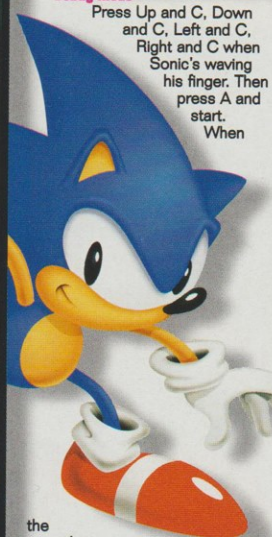
Halkal, Malaysia

### SONIC 1

MD

#### Debby Mode

Press Up and C, Down and C, Left and C, Right and C when Sonic's waving his finger. Then press A and start. When



the game has started, press B to change into a ring, press A to change objects and C to place.

Gary Elliott

### CHAMPIONSHIP PLAYER MANAGER

PC

#### Free Players

Put the value of a player at a level that will be accepted straight away. Then adjust the offer to 'free' and press cancel.

#### International Job

Just enter the manager's name.

E.g. If you enter Glenn Hoddle, you'll get the England Job.  
Christopher Cook, Retford

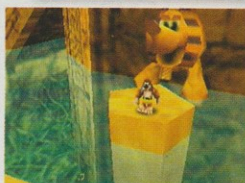
### PREMIER MANAGER PSX

#### Loads of Money

Start a two-player game, choose your team and then a team with lots of money for Player two, e.g. Newcastle or Manchester United. With Newcastle, buy a really naff player with a one star rating for about £10,000. When he accepts the offer, get Man Utd and buy this naff player for almost all their money - otherwise it will say the move has fallen through. Also offer a house and a car. You should now have lots of money and Man Utd should get sacked. You can do this over and over again with different teams.

Peter Kersley, West Sussex

### BANJO-KAZOOIE N64



#### Secret Codes

Enter these on the tiles of the sandcastle's floor in Treasure Trove Cove after you have found all three of Cheeto's spell books.

#### BLUEEGGS:

Doubles your maximum egg count.

#### REDFEATHERS:

Doubles your maximum red feather count.

#### GOLDFEATHERS:

Er... I think you get the idea.

Once you have all 100 pieces of jigsaw, go to

Banjo's house

and look up at

the picture of

Bottles. There

are seven jigsaws

and they get

harder to solve, but

for each one you

get right you'll be

given a cheat code,



# GOLDENEYE 007

N64

## Hidden Weapon

When the Train level begins, kill everyone in the first room and go to the door. Do not open it, instead turn left and you'll see some boxes stacked



on top of one another. Blow them up and, depending on what difficulty setting you're on, you'll get a DD44 or a nifty RCP90. Stinking!

Ivan Adshead, Whitfield

13. Her favourite sport is BELLY BARGING.
14. She attended FAT HAG HIGH.
15. Her party trick is a scary STRIPTEASE.
16. She has SPIDER PANCAKES for breakfast.
17. She usually has SLUG STEW for dinner.
18. Followed by COCKROACHES AND CREAM for dessert.
19. A ROTTING FISH hangs from her bedroom ceiling.
20. She has a VERRUCA PLANT growing by her bed.
21. She wears SPOTTY PURPLE UNDERWEAR.
22. Her best friend at witch school was FATTY HATTY.
23. To relax she reads FAT HAG MONTHLY MAGAZINE.
24. While sipping a glass of her favourite CAMEL SPIT.
25. She keeps a LOOGIE filled hankie for luck.
26. She sometimes cuddles a SWEATY BABOON in bed.
27. Her broomstick is a ROUGH RIDER DELUXE.
28. Her favourite pastime is BURSTING BOILS.
29. Her first and only boyfriend was called DIRTY BERTY.
30. When she was younger she had a GREASY WARTHOG as a pet.

Thomas Carrington, Blyth



# TOMB RAIDER

PC

## All Weapons

Step forward, step back, turn around three times and jump back. Keep your finger on Shift all the way through.

## Level Skip

Step forward, step back, turn around three times and jump forward. Again, keep your finger on Shift all the way through.

## TOMB RAIDER 2

### All Weapons

Light a flare, step forward, step back, turn around three times and jump back. Keep your finger on Shift all the way through.

### Level Skip

Light a flare, step forward, step back, turn around three times and jump back. Keep your finger on Shift all the way through. Make Lara Croft explode

Step forward, step back, turn around three times and jump back. Keep your finger on Shift all the way through. Aidan via email



# TOY STORY

MD

## Passwords

Level 2: 31241  
Level 3: 54152  
Level 4: 34255  
Level 5: 51324

## Level Skip

When you come to the screen where it says Press Start, press: A, B, Right, A, C, A, Down, A, B, Right, A.  
Now begin the game as usual, pause the game and press A.

Paul Tompkins, Kettering

# TOP GEAR

SNES

## Level Codes

### AMATEUR

S. America: Moonbath  
Japan: Gearbox  
Germany: Car Park  
Scandinavia: Road Hog  
France: Emulator  
Italy: Analyser  
UK: Horizons

### PROFESSIONAL

S. America: Four Meg  
Japan: Legend  
Germany: Theworld  
Scandinavia: Letsrace  
France: Alchemy  
Italy: A Looper  
UK: Seasonal

### CHAMPIONSHIP

S. America: Educated  
Japan: Oilcloth  
Germany: Wreckage  
Scandinavia: Caracole  
France: Epyllion  
Italy: Glucagon  
UK: Keelson

Alex Nicholas, Herts

# RISE OF THE TRIAL

PC

## Access Cheats:

Type in DIPSTICK  
Invincibility and All Weapons:  
Type in CHOJIN - to find the weapon you want just keep pressing zero on the numeric key pad.

## Level Select:

Type in GOTO  
Missile Camera:  
Type in RIDE  
Flying mode:  
Type in FLYBOY  
All Keys:  
Type in HUNTPACK  
Gas Mask:  
Type in LUNGUNG  
Killian Monson, Beverley

# DOOM

SAT

I love Doom, so let me share these cheats with GMs readers...

## Codes

L3: M6RY6NL7MP  
L4: CDGYXFCGBD  
L5: KIDZZCKYJG  
L6: TMRV65KFMF  
L7: 3S5G043697  
L8: ZYIMC3XMYW  
L9: T3GX5TBT7LN  
L10: 16KQM4V864  
L11: 7LGNZ6V835  
L12: QLOY6N4FMP  
L13: 1DTGCKY4YW  
L14: CN234YPSM  
L15: S031L7HBGJ

L16: LDIVW36ZFC

L17: SZ4W250THK

L18: 4VRHDW2ZWWY

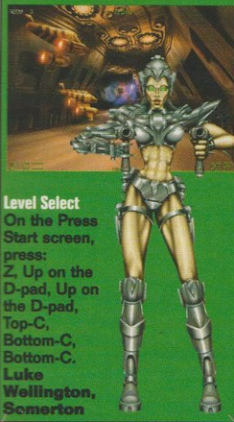
A. Greenwood, Shropshire

# FORSAKEN 64

N64

## Invincibility

On the Press Start screen, press...  
A, Z, Z, Up on the D-pad, Left on the D-pad, Left-C, Left-C, Bottom-C.



## Level Select

On the Press Start screen, press:  
Z, Up on the D-pad, Up on the D-pad, Top-C, Bottom-C, Bottom-C, Luke Wellington, Semerton

# GRAND THEFT AUTO

PC

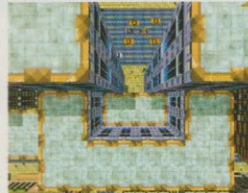
## General Cheats

On the San Andreas level, go to North Woodside and find the locked up yard that contains all the good cars. Take the road that



leads to South Atlantic heights (directly opposite the gate), turn left at the top (180 degrees) and go off the edge at a medium speed aiming for a tree (don't go too fast, mind, or you'll die). If you land on a tree, then you'll be able to walk across the tops of them. Cool, eh? This also evades cops and you can fall from the trees without dying.

Also on San Andreas, when you start, go straight down the road and turn right. You'll come to a car park. Go to the Love Bug. You should also go to the Love Bug in the car park in North



Woodside as well.  
Jamie Woodley wanted to know how to get the tanks. In San Andreas (part 2)... Go to the far bottom corner. Get the superbike which is on the grass. Jump the ramp, get the info sign and the gates to the tanks will open.  
All Weapons...  
Suckmyrocket  
No Police...  
lanthelaw  
All Cities...  
ItsGallus  
Maximum Points...  
Itcouldbeyou  
Martin Eddleston and James Vorres, N. Yorks

# GRAND THEFT AUTO

PSX

## General Cheat

Looking for tanks? Here's a load of 'em...

### ● HEIST ALMIGHTY

In Fort Law, go to the military base and enter through the northern gate in a police car to get your hands on the tank.

In Northwest Estoria, go as far left as possible (from your perspective) then go up. You'll go over a tiny bridge lined with cones. This will lead to the two tanks in South Law Island.

### ● MANDARIN MAYHEM

In Woodside, follow the road to the 'great red bridge', then go along it. When you come to the end of the bridge, turn right (from your perspective). Then go up past the bomb shop and go through the small gap in the buildings on the left. Go straight up and across the invisible bridge to a kill frenzy tank.

### ● BENT COP BLUES

Go to Vice Beach and drive south down the sand until you come to a metal walkway. Follow the walkway (on foot) and get the armour. When you come to the end of the walkway, kill the guards and walk to the right (from your perspective), to find yet another kill frenzy tank.

Paul Cuff, Preston

# GRAND THEFT AUTO

PSX

## All Cities

HANGTHEDJ: If the cheat has been successful, all the faces turn into parrots.

## All Weapons

Type your name in as:

GROOVY

James Linley, Blackburn

# DIE HARD TRILOGY

PSX

## General Cheats

For these to work you need to



# SEND YA CHEATS AND WIN!

Cheats, valets, knaves, rogues, scoundrels, your country needs you! We want the filthiest cheats and the most despicably cunning tips that you can lay your hands on. You get the ultimate honour... a welcome to the ranks of the Secrets Service. We'll award the secret agent with the best tip a spanking Nu.gen controller for either the PlayStation, N64, Saturn or PC. So what are you waiting for? Get cheating...



hold down R2 while the game is paused...

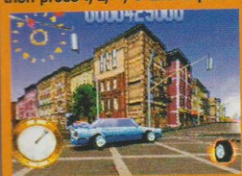
**Die Hard 1**  
Level Skip  
1, 2, 3, 4, 5, 6  
Now press Start on controller two to access a level skip. Press 1 to scroll through them and Select to choose the one you want.

Invincibility  
1, 2, 3, 4, 5, 6  
Unlimited Ammo  
1, 2, 3, 4, 5, 6  
Silly mode  
1, 2, 3, 4, 5, 6  
Fat mode  
1, 2, 3, 4, 5, 6  
**Die Hard 2**  
Invincibility  
1, 2, 3, 4, 5, 6  
Weapon Select/Mappers  
1, 2, 3, 4, 5, 6

Press 2 to change weapon. Pause the game and a mappers screen will come on. With this you can change the routes of the characters... neat, eh?  
Freaks  
1, 2, 3, 4, 5, 6

## DIE HARD TRILOGY PSX

Infinite Time  
Pause the game and hold R2, then press 1, 2, 3, 4, 5, 6 and unpause.



Then on controller 2 hold Start, and press 2 to toggle through the clock on/off and 1 to choose a level.

**Rob Hall, Borrowwash**

**Die Hard 3**  
No Clock/Level Skip  
1, 2, 3, 4, 5, 6

On controller 2 press Start. Then press 2 to toggle the clock on/off and 1 to choose a level.  
Infinite Lives  
1, 2, 3, 4, 5, 6  
Infinite Super Turbos  
1, 2, 3, 4, 5, 6  
These go much faster and last for longer.  
Fergus Mode  
1, 2, 3, 4, 5, 6



**X-Files Movie**  
You have to be on Central Park for this to work. Pause the game and highlight Quit. Hold R2 and enter 1, 2, 3, 4, 5, 6. A Roswell screen should appear and you'll be in a spaceship.

**Krishan Athi, Nottingham**

## LEMMINGS 3D PC

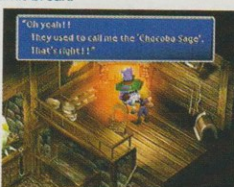
**Level Skip**  
When you start a level (this means any level at all) press the Tab button on your keyboard and you'll get a screen that says you rescued more than enough lemmings. This basically means that the level is completed.

**Frank Gilbert, Bedford**

## FINAL FANTASY 7 PSX

**Best Weapons**  
CLOUD: Completely kill Ultimate Weapon.  
BARRET: When you go to kill Hojo, make sure you have Barret in your party. His weapon will be in a chest.

TIFA: Go back to Wall Market on disc 3 and pull the level in the Item Shop.  
YUFFIE: In the sunken plane.  
CID: After you've got all the huge Materia, return to Rocket Town and keep on talking to the man about the rocket.  
CAITSITH: In the Shrine Complex before Proud Clod.  
VINCENT: Where you get his limit break.



**How to get the limits**  
CLOUD: Gold Saucer Battle Square  
BARRET: When you stop the train in North Corel a lady in a hat will give it to you.  
CID: You'll find this on the sunken plane.  
VINCENT: You'll find a hole that leads to a small crater. It can be

found behind the waterfall.  
YUFFIE: Defeat all the people in Wutai's Tower.  
AERIS: Hitch a ride to Junon when you've got the buggy from Costa Del Sol, and go over the river opposite Fort Condor. Get the same last two odd digits and talk to the sleeping man. Then trade the Orb with the weapon seller and get the limit from the box upstairs.

TIFA: Play these piano keys in Tifa's House. Do-Re-Mi-Ti-Lai Do-Re-Mi-So-Fa-Do-Re-Do  
REDXIII: Open the safe in Shinra Mansion and kill the boss.  
AERIS HOUSE: The first time you go to sleep in Aeris' House there's a bag next to the bed.

**Lee Saunders, Horsham**

## FINAL FANTASY 7 PSX

**General Cheat**  
Here's a lucky 7's cheat for Cid. Get Cid up to level 69 then give him his Materia: Lightning - 4 stars, Ultima - 2 stars and HP Plus - 5 stars. Every time you attack you'll take off 7777hp! Oh and you can also equip as much yellow Materia as you want.

**Mark Wilkinson, Renfrewshire**

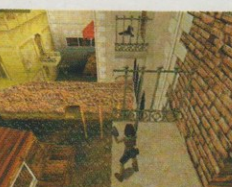
## FINAL FANTASY 7 PSX

**General Cheat**  
While fighting the Emerald Weapon, if it uses Air Tam Storm hold R1, R2 and 1 just before it hits and your character will survive the attack.  
(When you do this you must have the character's command screen showing.)

**Colin Baker, Essex**

## TOMB RAIDER 2 PC

**General Cheat**  
If you want to get outside of Lara Croft's mansion, then follow these simple steps:  
1. First, go up to where the ropeslide is on the assault course. Carefully walk to the edge but don't go down it. Side-step to the right until you can't go any further.  
2. Turn about 45°-50° and look down. Take your finger off of the forward button but keep the look button held down.



3. Jump two or three times and you should appear on top of the pillar. If you don't end up on the pillar by the third or fourth jump, stop and change your angle.  
4. Once on top of the pillar you can jump onto the wall. From here you can go on top of the swimming pool, on top of the maze and even outside the front gate. The problem is, once you're outside the gate you can't get back inside again.  
5. Make sure that you take a screenshot (by pressing 's') so you have proof you've done it. This also works on the PlayStation but unfortunately you can't take any screenshots. That's a shame isn't it? Oh well good for us PC owners, though!

**Jonathan Gourley, Reading**

## GOLDENEYE 007 PC

**General Cheat**  
Go to multi-player, any weapons, any length of time, characters:



Oddjob and whoever else you want, level: Archives. Start the game and whoever is Oddjob blows up a metal crate. Then crouch down and crawl inside the rubble. Look down and put away the weapon you're holding. Now, when an enemy walks past, flick up your gun and blow 'em away. P.S. This cheat works better with the No Radar cheat on (Frigate, Secret Agent, four mins).

**Tim Healey, Staffordshire**

## TOCA TOURING CAR CHAMPIONSHIP PSX

**Codes**  
JHAMMO: All tracks  
XBOOSTME: Extra speed  
CMLOGRAV: Low gravity  
CMHANDY: Big hands  
CMTOON: Cartoon background  
CMGARAGE: Secret cars  
CMDISCO: Disco fog  
CMCHUN: Go-kart view  
CMSTARS: Night race  
CMRAINUP: Upwards rain  
CMFOLLOW: TV camera  
CMMICRO: Chopper view  
CMCATSDOGS: Rains cats and dogs  
CMUPDOWN/CMDOWNUP: Upside down view.

**Donkey 1001, via e-mail**

## BATMAN FOREVER MD

**General Cheat**  
Pause the game at any time and press A, B, B, A. When you unpause the game all the enemies on the screen will have died.

**Scott Perry, Doncaster**

## SONIC 2 SAT

**General Cheat**  
Using Knuckles, go to Zone 1 in the chemical plant. When you get out of the first tube there's a wall to your right. Climb this wall as Knuckles and at the top you'll find an extra life box. Continue to the

right to complete the level in a super-quick time. Whoosh!  
**Harry Jackson, Whitley Bay**

## CRASH BANDICOOT PSX

**Extra Lives**  
Go to level 8 and find the baby bear. Jump on him 32 times and you'll get 10 extra lives.

**Marcus W & Ben C, Dorset**

## INTERSTATE 76 PC

**Level Skip**  
To skip levels on trip missions, hold down Ctrl + Shift while typing GET DOWN. Your driver will say this and the cars will start attacking you. When you blow up, you'll skip to the next level.  
For a blurry screen, hold down Ctrl + Shift and type in Wiggleburger.

**Adam Warren, South Wales**



## FORMULA 1 '97 PSX

**Passwords**  
Go to the player name screen, select a driver in the Grand Prix mode and then enter the following:  
Swapshop: Background music and SFX  
Zoom Lens: Helicopter viewpoint  
Cats Dogs: Frogs instead of raindrops  
Billy Bonus: Four extra tracks

**David McCloskey, Surrey**

## MORTAL KOMBAT 1 MD

**Fatalities**  
Scorpion: Keep two steps back, hold Start and then press Up twice.  
Sub Zero: Go right up to the character and press Towards, Down, Towards, A.  
Lui Kang: One step back then hold Down and the Start button whilst circulating the D-Pad round towards the character.  
Kano: Go right up to the character then press Back, Back and A.  
Johnny Cage: Go up to the character and press Towards, Towards, Towards, A.  
Raiden: Go up to the character and press Towards, Away, Away, Away, A.  
**Steven Yates, Manchester**

## RAYMAN SAT

**Extra Lives**  
For 20 lives, pause the game and then tap in the following:  
A, Right+B, Down, Left+R, Y + C + Z.

## SONIC 3D MD

**Level Select**  
On the title screen press B, A, R, A, C, U, D, A.

## SPACE JAM PSX

**Extra Menu**  
On the options screen hold down L1, L2, R1, R2 and press 0.

## PITFALL MD

**Secret Level**  
On the title screen press B, A, Down, C, Right, A, B for a

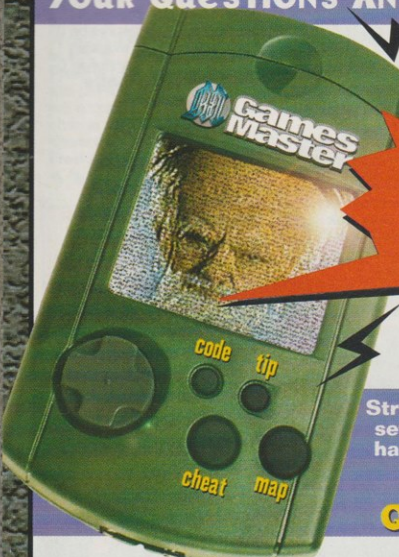






# CONSOLETATION ZONE!

YOUR QUESTIONS ANSWERED BY THE HEAD...



...click... whirr... yawn. What is it now? I'm trying to recharge my batteries in peace. What? Tips? Oh go on then...

Struggling with that game? Looking for a set of cheats? Plain hopeless and cack-handed? You've come to the right chap!

**TO SEND YOUR QUESTIONS see P64**

## RESIDENT EVIL 2

Dear GamesMaster  
I recently bought Resident Evil 2 and I've completed it in under seven hours. I can get into the room where you can change your clothes but I haven't got the faintest idea how or where to obtain this key, apparently called the Closet Key.  
Wayne Eccleston, Cannock

It matters not one bit that you can finish the game in under seven hours. First, I can do it in under two and a half and second, it has nothing to do with getting that key. All you need to do

is get from the start of the game to the police station without picking anything up. Then when you reach the cop shop, go down into the basement where you'll meet Brad Vickers as a zombie. Go back to the station and get a weapon, then deal with him appropriately. You'll find the key that gives you new clothes when you use it on the locker.



## COMMANDOS

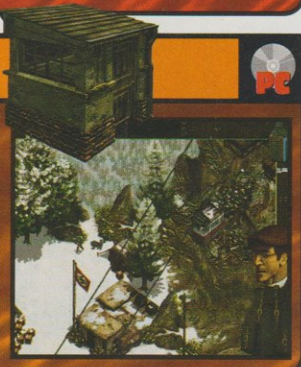
Dear GamesMaster  
After I saw your review of Commandos in issue 71 I naturally rushed out and bought it - and it's excellent. But, and here it comes, I'm stuck. Pleeceeeeee help me, I need cheats right now!  
R Singh, Birmingham

It's not often I agree with these troublemakers who I've gracefully allowed to live in the GM office and produce this fine magazine. But I have to admit that yet again, their review was spot on. Cheats, I can't give you, even us floating heads have our limits. However, don't be too despondent because I can give you

these pass codes...  
Mission 2 YJJB  
Mission 3 4FQBF  
Mission 4 5DNQC  
Mission 5 6S5TL  
Mission 6 AT1WN  
Mission 7 09VJ8  
Mission 8 WQ9XB  
Mission 9 Q2AXT  
Mission 10 TUGPD  
Mission 11 9W0DW  
Mission 12 UVHDC  
Mission 13 FBK48  
Mission 14 WA8DW

Mission 15 KEWD3  
Mission 16 R7IP3  
Mission 17 FXIMV

Mission 18 ZZMJV  
Mission 19 8HCWN  
Mission 20 C7KWW



Our floaty headed boss gets wound up very easily y'know - just watch his blood pressure rise. So... be nice to him. P-p-p-lease...

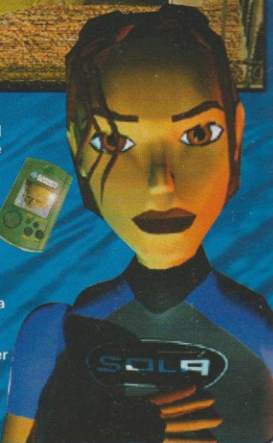
## TOMB RAIDER 2



Dear GamesMaster  
I love your mag and I've been reading since issue 61. I'm really stuck in Bartoli's Hideout in Tomb Raider 2. I don't know what to do in the room with the three chandeliers. Please help me!  
Paul Wright, Doncaster



Aah Paul, only three levels in and you're already stuck. Well you've come to the right place my boy, now listen carefully. After you've dropped into the room, use the shaped block near you to jump and pull yourself onto the lower chandelier. Then do a running jump to grab the middle chandelier. Pull up and turn right to reach a platform with a switch. This opens the picture by the fire. Then jump back to the middle light and do another running jump to get to the highest chandelier. Then you can jump up to the high beam and carry on from there.



## WINTER HEAT



Dear GamesMaster  
I'm a huge fan of your magazine and would like to congratulate you on the series of tips books which I'm sure you must have helped to put together. I have just bought Winter Heat on the Saturn and was wondering if there are any cheats you could give me for it? Thanks.  
John Thomas, Stoke-on-Trent



Helped put together? Did you say, "HELPED PUT TOGETHER"? I'll have you know young man that those books are all my own work. Now try these little snowy tricks for your icy problems. To change your outfit, press up or down on the character select screen. To play as Jef Jansens, complete the game (Arcade or Saturn mode) with more than 10,000 points - then hold L+R before selecting any play mode and Jef will replace B.B. To reach the running mode, during each event's title screen (when the world record is shown), tap left three times and then right three times as well. Those'll do you.





CALM!

SACE!

GINGER!

NOT!

ANGRY!

RINNO!

CONSOLE  
ZONE!

TIPS

## MISSION:IMPOSSIBLE



Dear GamesMaster  
Alright, I admit it, I  
was taken in by the  
hype and ignored your  
review of Mission:  
Impossible. It's not  
that bad but nowhere  
near GoldenEye. So,  
have you got anything  
or codes to help me  
get further into the  
game? Tal  
Jonathan Wilson,  
Birmingham

Well, don't say my boys didn't warn  
you Jonathan. I know they weren't  
hugely keen on Mission, but, some  
people must like it somewhere. Try  
out these codes. Enter them at the  
level select screen and, if you get  
them right, you'll hear Ethan say, "Ah,  
that's better."  
7.65 Silenced Pistol - C-Up, L, C-  
Right, C-Left, C-Up  
Uzi with 30 Rounds - C-Right, C-  
Left, C-Right, C-Down, R  
High Powered 9mm Pistol - R, L, C-  
Down, C-Up, C-up  
Mini Rocket Launcher - R, L, C-Left,  
C-Right, C-Down  
Kid mode - C-Down, C-Up, R, L, Z

Turbo mode - C-Up, Z, C-Up, Z, C-Up  
Big Feet - C-Down, R, Z, C-Right, C-Left  
That's not all... complete the game and let the credits roll. When  
the Infogrames logo comes up, don't do anything. You'll appear in the  
Recover NOC List Mission, in the embassy. Your health will be  
low but this isn't a mission, it's a reward. Scattered around the  
embassy in groups of two or three are the production and design  
team. Talk to them, and they'll tell you what they do. When you  
finish talking to everyone, Candice and Ethan will come from the  
security area down to the main floor, near the piano player. When  
they hug, the party begins! But wait, it gets  
better. If you use the  
Bonus Weapons codes  
listed above on the  
Gunboat stage, when  
you get to the secret  
level where you can talk  
to everyone, you'll have  
the weapons that you  
selected with the Bonus  
Weapons code. For  
maximum fun use them  
all, including the  
mini-rocket launcher.



## ABE'S ODDYSEE



Dear GamesMaster  
I have had Abe's  
Oddyssey since  
December last year  
and I still can't get  
past the third level. I  
was hoping that you  
could maybe tell me  
some cheats or tips  
that could make the  
game play easier.  
Brian McNulty,  
Bathgate

Well young man, I could tell  
you how to get past the third  
level, but you'd only get stuck  
on the next one. So what I'll do  
for you is give you this handy  
little level select, then when you  
get so stuck that you want to give up,  
you can just skip your problems. If only  
it were this easy on real life. On the  
main game menu, hold down R1 and  
press   
The level select menu should now  
appear. Am I not glorious?



## BURNING RANGERS



Dear GamesMaster  
There aren't many  
games coming out on  
the Saturn now so  
when I saw Burning  
Rangers getting a  
pretty good review in  
your mag I just had to  
get the bugger. I've  
played it loads and  
was just wondering if  
you knew of any  
secrets for this top  
game? Give us some  
Saturn-style cheatin'.  
Billy Rose, Cardiff



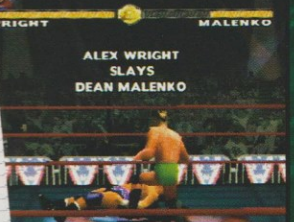
Keep the faith Billy,  
don't forget  
Dreamcast is on  
the way for you  
and other Sega  
fans soon. As for  
Burning Rangers,  
try out these little  
tricks if you want to  
discover some  
secrets. After beating all  
four missions, enter  
DH5CHRIS5H as your  
password on the mission select  
screen to play as Chris. Enter HTL2IRIA5O to be Iria, GS4LEAD2ZU  
to be Lead Phoenix and GS4LEAD2ZU to use Leadpantons  
on mission three. Using NM3TILLIS5 as a password will let you play as  
Tilly with the Rangers theme music blasting out of the  
loudspeakers. Let's see, what else is there? Oh yes, enter  
GCF5SHOU5 to play the space station level with the music  
pounding out. I think that about does it.



## WCW VS NWO

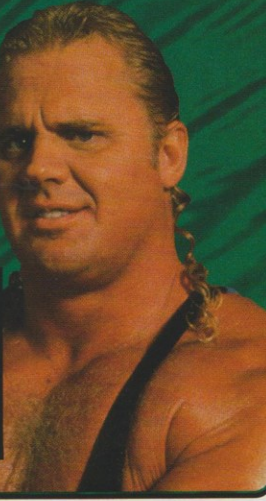


Dear GamesMaster  
I'm into me wrestling  
me and really got into  
WCW Vs NWO: World  
Tour on the N64. I've  
tried out all of the  
characters in the  
game but was  
wondering if there  
were any hidden ones  
tucked away. Most  
beat-em-ups have  
them, so is this any  
different? Mmmmm?  
Steve Williams,  
Brixton



I was a fair wrestler in my time, you  
know, but I was too susceptible to  
the headlock, see? Anyway try this...  
head to the league challenge section

and try these little fellas out. Defeat the heavyweight or cruiser  
weight division on WCW and you'll be able to play as Diamond  
Dallas Page. Defeat the single division  
on NWO and you'll receive  
Macho Man Randy Savage  
as a reward. Defeat the  
heavy weight or cruiser  
weight division on DOA to  
get Wrath. To fight as  
Glacier defeat the single  
division on Independent.  
Defeat the cruiser weight  
division on World Wide  
Wrestling to get Black  
Widow. And finally, defeat  
the heavy weight division  
of World Wide Wrestling to  
become Joe Bruiser.



## CLASSIC CONSOLE ZONE



### DIE HARD TRILOGY

Dear GamesMaster  
You're my only hope. I recently  
got hold of the Platinum version of  
Die Hard Trilogy and can't for the  
life of me find all those cheats  
and tips that you did for it. So  
how about helping me out on this  
one? For filp's sake help me!  
Michael Madison, Windsor



How many times have I given out  
cheats for this classic? Here they  
are - one last time, miss them at  
your peril. In the first level shoot  
the blue car to reveal a bazooka.  
Also on the third level shoot the  
dustbins to gather extra time.  
Now to enter these codes, the  
game must be paused and you  
have to hold down R2...

### DIE HARD

R U D S = God mode  
R S D O = 50 grenades  
R S S D = Fat mode  
D S T D = Bird...  
R S T R = Forward is backward,  
backward is forward  
L O D S = Coordinates  
10 T 4 R = Skeleton mode  
D O D D O = Silly mode  
D S S R = 15 bullets  
R U D D S R = Unlimited shotgun

### DIE HARD 2

D S T D = Skeleton mode  
R S L O D = Lots of ammo  
D O D S X S = Fergus mode  
DIE HARD 3  
L T R D = Fat mode  
D O D T X S = Fergus Mode  
R S L T X S D = Cars floats in air  
L U L L D U L L O U L L = Everything  
is in a fat mode

L U L L S D = Slow motion  
D O D S R = Very slow motion  
D O S S D O X X = 999 turbs  
D R O S T L = Sky cam mode  
L O U D S R = Infinite lives  
In Die Hard go to the left and  
when you see the blue car throw a  
grenade at it until its completely  
destroyed, that should reveal the  
AK 47! Badda-bing!

On either DH1 or DH2, press select  
then hold R1, and press

There is one code that works on  
all three games. In order to enter  
it, you must first pause the game.  
Hold R2 then press:   
The code has different effects.  
For Die Hard 1, it gives you  
invincibility and it does something  
strange on Die Hard 2. In Die Hard  
3, press start on controller 2, and  
it gives you a list of options.  
While in the game, press select  
and go to Map mode. Turn time off  
by pressing L1, then for full  
health, press:


For full ammo, press:  
   
I thank you!



# MASTERCLASS

STEP-BY-STEP TECHNIQUES FOR THE ADVANCED PLAYER...

## RESIDENT EVIL 2

 Make it to the police station without picking up any items and you can grab some extra clothes. Do it right and you'll only get into three fights...

### THE ALLEYWAY

**1** Up until now, you should have managed to run past all the zombies on the streets and you get plenty of time to escape the freaks that crash into the shop.

**2** Your first battle should be when you enter this alleyway and find the zombies by the gate. To save taking damage, you can shoot the first two before you open the gate. When they're down, run through and there's space to peg it round the third.

**DIFFICULTY RATING**

☆☆☆☆

Easy peasy, the toughest part is resisting the temptation to shoot, but the hard work is still to come.

### THAT TRICKY TRASHCAN

**1** After the shop and the basketball court you've almost got that all-important special key. Jump on top of the trashcan but resist the temptation to unload the rest of your ammo into the group of zombies that gather around your feet.

**2** The best way to handle this situation is equip yourself with the knife and push down and stab away. It will take quite a while but you should be able to kill all these zombies. Watch out for the vomit, mind.

**DIFFICULTY RATING**

☆☆☆☆

Time consuming and avoiding the vomit on that trashcan can be a bit tricky, not to mention messy.

### ON THE BUSES



**1** Zig-zag past the zombies by the bus and climb on. Remember that you can't pick up the ammo that's here, however tempting it may be. Aim your gun towards the floor and wait for the lay-dee zombie to crawl along. Dispatch her and her standing zombie-bloke friend. Now run towards the police station, zig-zagging past the other zombies. Go down the stairs outside the station and meet zombie Brad Vicars. Now go inside, pick up a shotgun and some ammo, then go outside and finish him off. He'll give you the special key.

**DIFFICULTY RATING**

☆☆☆☆

Tricky - if you've used too much precious ammo. This is a good time to use your knife in a fight.

## WORLD CUP

  Some say winning isn't important, it's the taking part that counts. Rubbish. Winning is everything, especially in a two-player WC '98 match-up...



▲ You get the free kick, your opponent gets sent off. Could it get any better?



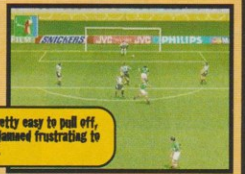
▲ File your nails. Make a cup of tea. Watch EastEnders. Whatever it takes to pass the time, you should do.

▶ This won't work against a human opponent, but you'll always win a one-player game against the CPU.

**1** There you are, racing for a loose ball. It's your striker against your opponent's defender. Chances are he's going to slide in to win the race. So, aim in front of you and hit Z and top C. You'll pull off a dive the Italians would be proud of and if the ref has clear sight he'll send your opponent's man off the pitch.

**2** Get a goal in front and then waste as much time as possible during free kicks, throw ins and goal kicks. The game will allow you to waste ten minutes at a time.

**3** When all else fails, let your computer opponent get into the lead, pause the game and switch controllers on the options screen. Score some own goals and then switch them back.





**DIFFICULTY RATING**

☆☆☆☆

These are pretty easy to pull off, but they're damned frustrating to play against.

## MORTAL KOMBAT 4

  Sub Zero Mega Kombos... These chilling moves from Subber will leave most opponents on their knees and easy to finish off.

**1 13-Hit Kombo:** Ice Blast, Vertical Hop Kick, HP, HP, HK, D, HP, run in, HP, HP, Long Jump Kick, Slide, HP, Long Jump Kick, Slide

**3 11-Hit Kombo:** HK, Ice Blast, Vertical Hop Kick, HP, HP, HK, D + HP, run in, HP, HP, Long Jump Kick, Slide

**2 11-Hit Kombo:** Vertical Hop Kick, Ice Blast, Vertical Hop Kick, HP, HP, HK, D, HP, run in, HP, HP, Long Jump Kick, Slide

**4 10-Hit Kombo:** HK, Ice Blast, Vertical Hop Kick, HP, HP, HK, D + HP, run in, HP, Light Jump Punch, HK



▲ Sub Zero, the only MK-er to get his own game.


▲ Big kombos are the key to beating bosses.

**DIFFICULTY RATING**

☆☆☆☆

Kombos are tough to learn but once you and you'll beat everyone.

## MASTERCLASS CROTTY

 How to be the best button basher...

### NAGANO WINTER OLYMPICS

**1** The most obvious technique is to use two fingers and hammer first one then the other, as quickly as you can. It works and will get you reasonable times. But...

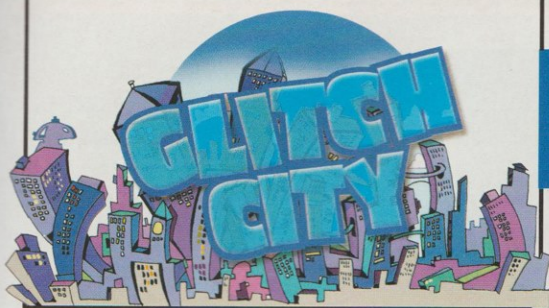
**2** ... instead try sliding your fingers backwards and forwards over the buttons for a better time.

**3** This one works on International Track & Field as well and will send all time records tumbling. Simply get a cheap biro, and position it so that a swift flick of the wrist will send it rolling over one button then the other buttons. Waggle the pen like mad and you'll win the lot.



▲ These sports games trash joypads. Use method three to reduce the damage.





**ANOTHER SELECTION OF GAMING GLITCHES AND BLOOPERS THAT THE HIGHLY PAID DEVELOPERS AND TESTERS MISSED, BUT YOU SPOTTED...**

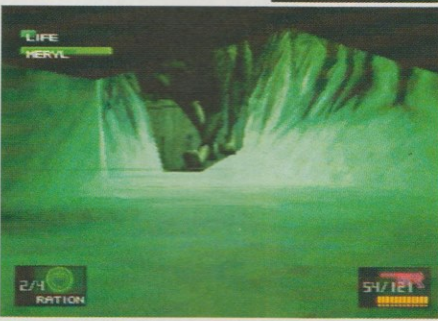
## METAL GEAR SOLID



**We can't stop playing Konami's espionage thriller and we've come across this little beaut.** After you've got through the second stage of the base, stopped your partner from blowing her brains out

and defeated the Mantis, you eventually get through to some wolf-infested caves. They aren't best pleased when you wake them up. To make matters worse, they haven't been fed for a while, so you can guess the first thing that goes through their minds when they clap eyes on you. And if you're low on ammo, you have little option but to run and hide. But they can find you (they smell fear you see) and will go to any length to get a bite out of you – including managing to glitch their way through a cave wall. To make

this happen, annoy the wolves by walking in the water, then run back to the entrance to their lair and duck down to crawl through the gap. Then turn around and wait for those canines to come through the wall..



◀ Damn, the dogs heard. Better run and hide until they get bored.

▲ Now that's talent. Not only can they run fast and walk through solid cave walls but they can also lick their own bums. Give 'em a biscuit and if you're lucky, they might let you have a go too!

## DUKE NUKEM: TIME TO KILL



**He may be the toughest character in videogame history but there's one easy way to cut him down to size... Check it out, nothing below the knee.**

On the opening level, head straight into the club. Go to the stage on the left and jump up. If you miss the jump you'll find yourself trapped in the stage, missing vital parts of your anatomy.



▲ I have good news and bad news, Mr Duke. The bad news is that you seem to have lost the lower parts of both of your legs. The good news is that we've found someone who wants to buy your boots.

► Think of the money he'll save. He won't have to buy trousers anymore, just shorts.

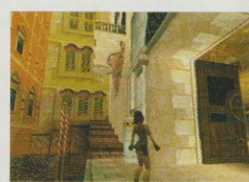
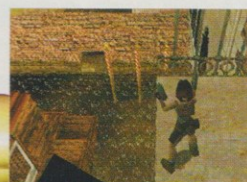


## TOMB RAIDER 2



**Bet you didn't know that Lara's butler was a bit of a Paul Daniels? Well it's true.**

Go to Lara's training ground in the mansion and you'll notice the miserable old freak following you around. He's either a loyal servant or a perv. Take a look at his tray using the L1 look button and you'll notice that he makes the tea cup disappear and reappear. Clever chap.



## AND NOW IT'S YOUR TURN

Send us your gaming glitches. Quirky bugs that don't necessarily affect the game, but are just, well... weird. Be it a character poking a gun through a wall or a camera disappearing up your character's backside – we want to know. Just let us know what game it is, where it happens and how you got it to occur. Ideally we want you to video it as well. (See page 130.)

Name .....

Address .....

Age .....

Game Name .....

Glitch description .....

.....

.....

.....

How do you get it to happen? .....

.....

.....

.....

## WHAT'S A GLITCH? HERE'RE TWO EXAMPLES!

### CLIPPING

The CPU only draws objects that can be seen by the player. Anything hidden from view isn't drawn. If only part of the object can be seen, it's been clipped. This takes up plenty of processor power and sloppy coding or lack of memory means objects aren't drawn where they should be.

### POP UP

Most noticeable in racing games, pop up or 'draw-in' is when objects (typically scenery) pop up into view rather than appearing gradually. It happens as a result of poor coding or lack of processor power. This means that scenery isn't drawn until it's very close or important in the game.



**SEND IT IN!**

# WRITE TO US...

If you want to be a member of GM's Secrets Service, if you need help from GamesMaster, if you want to contribute to any of the new tips pages then send this form to...

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Future Publishing,  
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**GLITCH CITY**

Take a look at page 63, got anything that should be in Glitch City? Send it to us with your photo!

☐ **TICK HERE**

**DEAR**  **GamesMaster**

**TAKE A LOOK AT THIS AND STICK IT IN YOUR MAG:**


**FROM:**

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**TEL NO:**

**AGE**

**MACHINE OWNED:**

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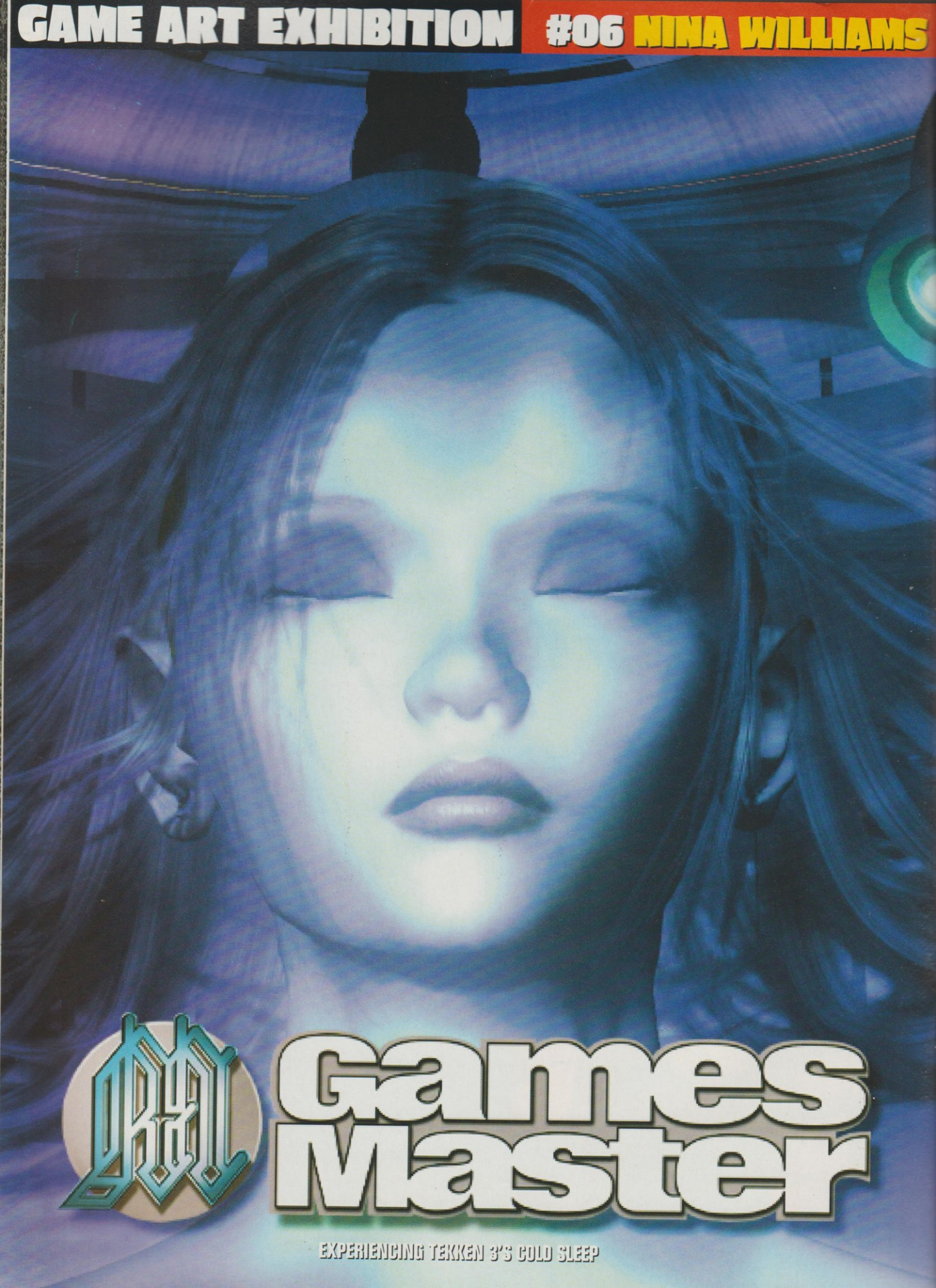
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AWAKENS...



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**GRIP CHIMP**

JOYPAD TEST ZONE!



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**BATTERY POWERED**

TOY 'TAINMENT!



p112

**HOT! FOR THE BEST IN WEB SITES, TURN TO PAGE 115!**





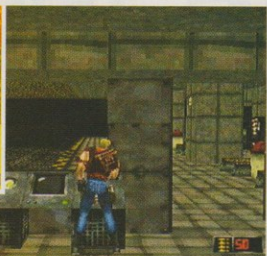
**Nastier than Van Damme, cheekier than Chan and beefier than Arnie, the Duke's back and this time he's, erm, Lara? That's right, it's Duke 2: This Time It's Platforms...**



# DUKE NUKEM: TIME TO KILL



▲ This was the last that anyone saw of the mine level's end boss. Heh, heh.



▼ Pipe bombs... at least he's still got these beauties. ▲ Duke flipping switches? Yep, in his new incarnation as brains and brawn he has to figure out simple puzzles.



Irony isn't something our trans-Atlantic chums are famous for, so the original PC *Duke Nukem* came as a bit of a surprise, sandwiched between scary *Doom* and po-faced *Quake*.

It shoved a rocket up the jacksie of serious blastage by including all manner of stupid moments, slop-buckets of toilet humour and generous helpings of innuendo. In short, it was the most un-PC, PC game ever.

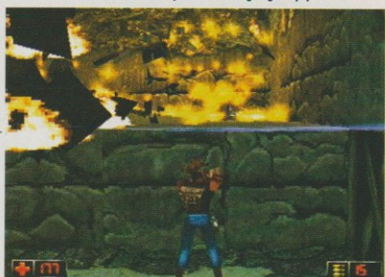
As ever, the wheels of conversion grind exceeding slowly, so it was an age before it appeared on PSX. When it did it



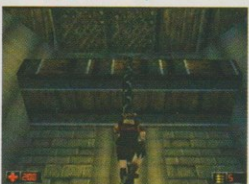
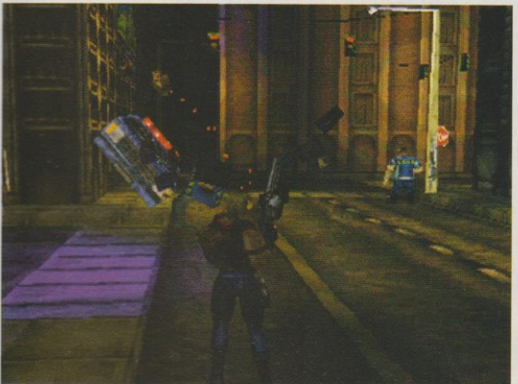
▲ Jetpack sir? Always a pleasure. This is handy for reaching high-up platforms.



▲ You have to cope with enemies sneakingly attacking you from different levels, much more than in the original *Duke Nukem*.



▲ In the mine level you'll find a series of rooms connected only by a complex of underwater passages. Get diving then.



▲ The Duke wears his kilt with pride when he returns to his Scottish roots.

looked like a poor man's *Doom*, and fairly soon a poor man's *Disruptor* and *Exhumed* to boot.

## LEVELS

*Time To Kill* is an attempt to kick-start the *Duke* series back into contention. The silly gags and gratuitous organ explodage haven't been snipped out, but now there's more of a platforming feel, more hanging and swimming and



▲ The two-player mode is one of Duke's best features. Hunt down your mates.

jumping and exploring to be done. While the original was *Doom*-ish, with the option to view 'over-the-shoulder', *Time To Kill* has come out as a third-person *Tomb Raider* affair (see box 1), although you can zoom in through a transparent *Duke* to aim weapons precisely.

Early on, precision is exactly what's not required. The first few levels are just the kind of running, strafing, ammo-snaffling shotgun-fests you'd expect. More

## 1 TIME TO CRY...

*TTK* is no *Tomb Raider* beater, as its platform sections prove. The controls deserve to be spanked with a rusty armadillo as the sidesteps are useless and the running jumps are too tricky to control. Just try a standing jump forward and use ○ to cling onto the target platform instead.



▲ This is a very annoying platform bit. Fall and you're in the water. Grrr.



▲ Don't try this red herring of a jump, just pull yourself up onto a nearby ledge.







▲ One problem is that whatever time zone you visit, the enemies are always these lizardmen, their pig chums or those fat, ugly, floating brains. Some variety please!



▲ The weapons are a bit drab. This Super Eagle pistol is a wuss's gun, surely.



▲ You'll have to do a spot of platforming if you want to turn off this robot gun.

platformy bits gradually sneak in, with switches and ladders leading to secret sections (see box 2) and graves to be clambered out of. Soon you're clinging to ladders, tumbling off ledges and diving into pools every five minutes or so.

## CONTROLS

You certainly can't fault this game for lack of ambition. By the third level it's already trying to combine free-form blasting with 3D platforming and a slice of slapstick. What's surprising is that everything holds together as well as it does. One minute you're strafing phalanxes of enemies with your laser gatling gun and the next

you're pondering how to get from A to B across stone columns, without ending up in the drink.

Inevitably, there are areas that lag behind. Controls that have evolved to fill a *Doom*-like niche aren't really adapted for the kind of pin-point accuracy needed for tricky platforming. Duke's jump, great as it is for bounding onto the tops of tall buildings, isn't what you need when your target is a napkin-sized metal platform.

The action's also spoiled by too many annoying red herrings. Fall through the floor in the mines and you end up in an underground pool, along with a sunken galleon. You can actually stand up



## 3 FOOL'S GOLD MINE!

After seeing off the aliens in the Wild West, you venture down a nearby gold mine to stop the aliens turning lead into gold. After the relatively small ghost town stage, the mines open up into a huge level packed with underwater lakes, drills, trains and lots of secret areas. Your mission is to deactivate all the automatic guns guarding the mining operation and escape.



▲ Have you got a light? The Duke offers some much needed illumination.



▲ You know, Indiana faced a similar situation. Naw, can't be booby-trapped.



▲ Big gun? Why yes, this is the incendiary RPG. It kills everything.



▲ Lovely, lovely laser. This goes through lizard men like Vindaloo.



▲ Our man vs oncoming train? No contest. Tell BR it's been cancelled.



▲ The floating brains were quick on the draw but the Duke had them covered.

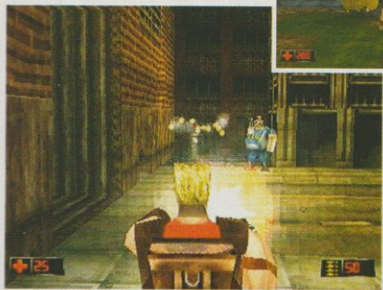


▲ There are six basic two-player levels but they're not very big. A crying shame.

▼ Two sheep doing what comes naturally. Duke adjusts his kilt and smokes a long cuban cigar. Like you do, really.



▲ Duke switches to first-person mode and makes this cowboy dance.



◀ The shotgun: veteran of a thousand scraps.

▼ It's certainly gory. As you can see, this lizardman's just gone to pieces.



## 2 EAT MY... PUZZLES?

Butch, veggie-hating steroid abuser that he is, Duke still needs to solve more puzzles in *TTK* than in the original game. These consist of a bit of switch throwing, button pressing and the like. Oh look, that robotic gun's firing at me, so why not pop round and turn the switch off at the wall? Job's a good 'un.



▲ "If I could just reach that..." Silencing these auto-guns is as simple as throwing a switch. Now who installed that over here? Tsk.



▲ Access these security monitors and you can see exactly where you're supposed to go next.



▲ Push this block with Duke's insignia on and you gain access to (gasp!) a secret area. True story.



### 4 HAPPINESS IS A WARM LASER...

The weapons on offer aren't exactly awe-inspiring. The repeating shotgun is pretty poor, even in its 'super' incarnation. Incendiary RPGs are the best for long range killing, but they only have 10 shots. For total lethality, it's got to be the 250-shot laser gatling gun. Mmm...



▲ Isn't he cute? You won't think so when he's flung you 50 feet into the air and taken a lump out of your arse. Flamin' Nora!



▲ Proof that senior citizens aren't the innocent food mashers we thought, but violent psychotic nutters with a mission to kill.



◀ on part of the galleon's deck, but can you leap up and grab the platform above? Nope, you have to swim to another cavern and climb up a series of ladders to escape.

If you're of the *Tomb Raider* 'if it looks close enough then try a running jump' school, don't bother. Almost everything needs climbing or a jump and hang, which is just as well given the controls.

### GRAPHICS

Looks-wise, *Time To Kill* is held back by its origins too. Although it's smoother than the original, many of the textures and effects still look rough and ready and there's nothing very new about any of the environments – it's all



◀ The aliens may lack the AI of *Unreal* and *Quake* but they make for it with weight of numbers.

▼ Stewth! Duke's wearing a skirt! That's going to get people talking for sure.



dull, boxy buildings and extremely pixellated, distinctly unnatural-looking caverns.

Many of the levels are drab and samey, as if the designers couldn't be bothered to redecorate, and there's often some quite severe slow-down when you turn on the spot.

The same enemies pop-up again and again, with lizards, pigmen and those strange floating brains that everyone knows are



▲ Up close and messy – just how the mighty Duke likes to play it.



▲ Take it from me, the bloke in the skirt is going to lose this deathmatch.

▼ Dr. Who may have time travelled a bit but he never had guns like this.



### 5 DEATHMATCH DUKE!

OK, so in one-player mode *TTK* doesn't look very impressive, but what does look good is the two-player split-screen. No link-up cable, no need for another copy of the game, just a full-on head-to-head between red and blue Duke. The basic levels aren't exactly massive but you get to use all the weapons in an attempt to blast each other's bulging limbs off. Not bad at all.



▲ Face to face firefights are fun but inflict damage on your good self as well.



▲ That's the way. Sneak up from behind and let him have it, both barrels.

◀ When the bigger guns come into play all hell will break loose on-screen.





 Games Master

### UNARMED COMBAT!

In previous *Duke Nukem* games, if you ran out of ammo, you were as good as dead. In *Time To Kill* however, Duke has learnt a new series of martial arts kicks...

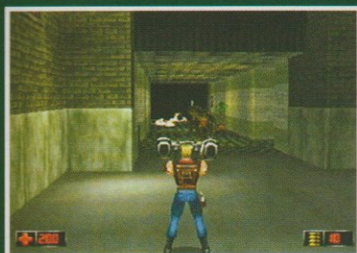


## DUKE NUKEM: TIME TO KILL



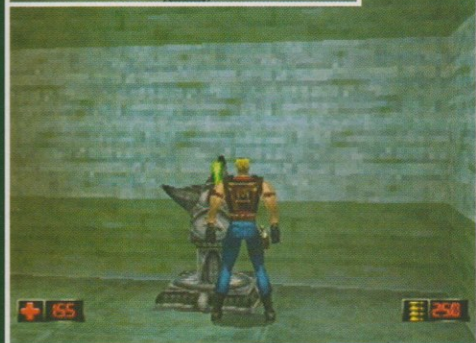
### 6 CITY OF ALIENS!

Returning to a city full of robots, pigs and lizards, Duke must collect three energy crystals to activate the alien time portal. Along the way he'll meet pig dancing girls, take the jetpack for a spin and get lost in the factory complex – just remember to check out the basement.



▲ You can't have a Duke game without copious amounts of blood all over the place.

◀ Big aliens? Just drag out your bigger guns and give 'em a good dose.



▲ Oops. If it moves, kill it. If it doesn't, shoot it anyway, just in case.



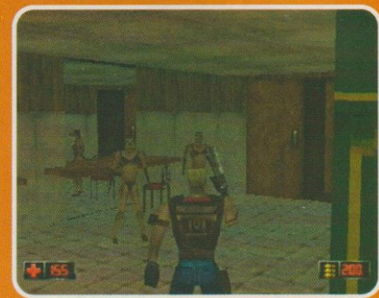
▲ He's not going to feel well when he wakes up from this little lot.

► Remember kids, the only way to travel a subway in safety is to take an arsenal of shotguns and rocket launchers with you.



### 7 SHAKE IT BABY!

## WARNING RUDENESS



Sad and offensive to some, Duke retains all his rogue-ish wit, chatting up nightclub dancers with a "Shake it baby!" or getting chorus girls to bend over and can-can. He doesn't have it all his own way though, especially when he finds that pig-girls have replaced his leggy lovesies...



▲ The Duke's clothes and weapons change, depending on what time zone he's in.



## HUMOUR

← just Cacodemons in drag. Even the weapons that you might justifiably have expected to be dead good are pretty disappointing (see box 3). Tell us exactly where those bowel-shattering explosions are? Where are the inventive and particularly silly new ways of killing things? Where are the high power, lethal giant rayguns that put *Doom's* BFG to shame? There's little to get your blood pumping.

The original *Duke Nukem's* problem was that when it actually reached your PSX, it wasn't really that original at all. *Time To Kill* suffers in exactly the same way.

Yes, it pans *The Fifth Element*, of course it grinds its boot in the face of *Nightmare Creatures*, but when it comes to the PlayStation's heavy artillery, the *Resident Evils* and the *Tomb Raiders*, *Time To Kill* starts looking distinctly second-rate.

It's hard to stay down on it for long though, as there's so much going on. The dancing girls, vending machines, mirrors and hanging corpses (see box 6) that would just be scenery in other games are there to be chatted-up, used, looked in or shot down. While it can be monotonous, there are always enemies to blast and power-ups and weapons to collect.

The busy nature of the levels (see boxes 5 and 6), coupled with the game's other two saving graces, its overall size and split-screen two-player deathmatch (see box 5), prevent it from sinking into a mire of mediocrity.

Yet beneath the sexist quips and macho posturing, you get the feeling that this new *Duke* lacks something; a soul, a coherent plot, the final polish that separates the good from the merely alright. Big, funny and gory it may be, but *Time To Kill* can only raise your pulse to a dull thud.

## JUDGEMENT

### PRESENTATION

Ropey textures, dull environments and slow-down ensure this isn't the eye-feast you'd expect.

### GAMEPLAY

The straight-up blasting bits work fine but the platforming is made annoying by the imprecise controls.

### LIFESPAN

Huge levels with loads of secret areas and puzzles mean that this'll last if you've got the patience.

### THE BEST BIT

Normally the laser's the most fun, but when faced with a group the RPG is flame-tastic.



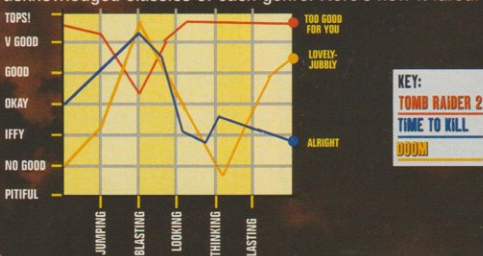
### THE WORST BIT

Falling in the water every time you miss a jump because of the ridiculously tricky controls.



## 3D HEAD-TO-HEAD...

As *TTK* can't decide whether it's a platformer or a blaster, we decided to pitch it in virtual combat against two acknowledged classics of each genre. Here's how it fared:



In *PlatformLand*, Duke almost comes a cropper. Only his old-style blasting, deathmatch and big levels save the day.



If you like this go and get *Tomb Raider 3*. Its blasting may not be as gory but the platform action is in a different class.



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At long last N64 owners, sick of being palmed off with tat like *GT64*, get a world class racing sim to be proud of. But will the average gamesplayer be able to get to grips with it?



# F1 WORLD GRAND PRIX



▲ Johnny Herbert, lining up a miserable 15th on the grid.

▼ 4.5 seconds is a lot of time to make up, but if anyone can...



▲ Schuey the Shunt, rain master and professional perpetrator of road rage on an industrial scale. We love ya, Schumes!



It's been a long time coming, but the N64's first entry to the 'serious' racing superleague is so much sweeter for being somewhat unexpected.



Most people have watched an F1 race at one time or another, and no doubt you've all wondered just what it's like to sit in the cockpit of a car doing 120mph through a corner in torrential rain, or weaving through traffic with Michael Schumacher in your slipstream.

## REALISM

*F1WGP* is the first chance for N64 owners to experience the thrills and spills of a real Grand Prix (F1 Pole Position hardly counts, does it?), and it's probably the closest anyone's ever come to



driving a Formula 1 car on any console... ever.

This is most definitely not a simple arcade racer. If you buy *F1WGP* expecting it to play anything like *Gran Turismo*, or even the *Psygnosis F1* games, you'll be in for quite a shock the first time you try to complete a lap. It looks real, and it certainly plays that way too.

## CONTROLS

Try to use manual gears, and you'll soon realise why the top drivers earn millions of pounds per year. There are seven gears, and if you pick the wrong one at the wrong part of the track, you'll lose your

race position in an instant. It's vital that you're in total control of your car at all times.

What's more, you've got acceleration and braking to consider, both of which play an equally vital role in your car's performance. You'll have to judge your speed perfectly, timing any changes you make to the last split second to take the perfect racing line and shave vital hundredths off the lap record. That's before you can even qualify for a proper race.

## L-PLATES

Fortunately for those of us who've never driven a seven-gear 200mph torpedo on wheels



## AS IT HAPPENED...

F1 fans'll love the '97 Events option, where everything happens exactly as it did in the 1997 season. So if it started pouring with rain on the 28th lap or if Pedro Diniz caused a huge pile up right after the start, the same thing happens in the game. You're the wildcard...

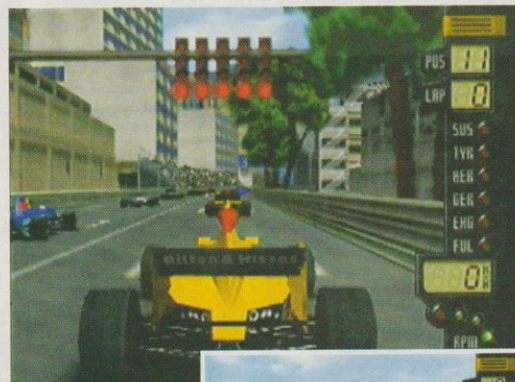


▲ Switch '97 events on and pick a driver who crashed out that year or finished last. If you can win a race like that, particularly on the harder difficulty levels, you're a hero.

▶ Anyone recall what happened here? Nope, we haven't got a clue either. Still, *F1WGP* hasn't lead us on a bum steer yet, so we'll take its word for it.



▲ Coulthard won last year's Aussie Grand Prix, as he really should have done this year too. Gentleman's agreement? Pah!



▲ Check out the detail on the mean streets of Monaco. It's exactly like the real thing.

▼ Mika Hakkinen, albino superstar of the F1 world.



▲ Some of the tracks might seem a little bleak looking, but if that's the case in the game, then that's what it's like in real life. *F1WGP* pulls no punches.



## 2 THIS MIGHT STING A LITTLE!

On the default 'easy' level you won't have to worry about backing off until the right moment before overtaking, as you can bash the cars around as much as you like without any adverse effects. Of course, your mates will laugh at you for being a wuss, so you'd better get some practice at the full-on simulation mode before showing off your driving skills.



▲ Prang it too badly and you're going to have to come in for a new nose cone. These things aren't cheap, y'know. No respect.

► The green flag's out again, but it'll soon be a yellow or black one if you keep driving like this. Nobody thinks you're very funny.



**F1WGP IS PROBABLY THE CLOSEST ANYONE'S EVER COME TO DRIVING A FORMULA 1 CAR ON A CONSOLE.**

## JUDGEMENT

### PRESENTATION

Fantastically detailed graphics and believable sounds make *F1WGP* an immaculately presented game.

### GAMEPLAY

Incredibly frustrating to begin with, but more than rewarding enough once you've got to grips with it.

### LIFESPAN

There's masses of stuff to discover, and endless scope for whittling down your lap times.

### THE BEST BIT

Ramming Schumacher out of the deciding championship race. Eat my exhaust, sausage boy!



### THE WORST BIT

The fact that you really need to save up for a steering wheel to get the best out of it.



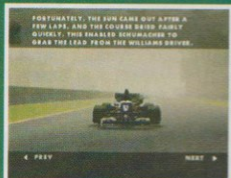
Calling this a 'game' is almost an insult. If you spend the months required to master it, you'll be qualified to be the next Damon Hill.

# 92%

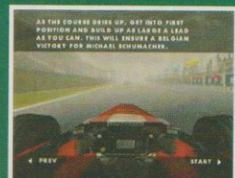
If you like this you'll probably want to glue it into your cart slot, as there's nothing else that even comes close to matching *F1WGP*.

## 3 WORST CASE SCENARIO...

Challenge mode works like *ISS*'s Scenario mode, giving you the chance to step into a driver's shoes at a crucial moment during a race, and attempt to change the history.



▲ The camera follows the action around the track as the story unfolds.



▲ The view zooms in to the target car and places you right in the cockpit.



▲ A brief moment of autopilot, and you're on your own. Unfortunately, driving on the grass isn't the ideal tactic. This isn't a game for short-cut fanatics.

## DUMPING FROM A GREAT HEIGHT!

In this scientifically tested graph, the difference between the two bars equates to the height from which *F1WGP* dumps on *GT64*, its closest N64 competition.



before, there's an excellent novice mode, with the computer taking control of everything bar the steering. All you have to do is follow the racing line, thoughtfully marked out in rubber, and listen for the ideal time to change gear.

Once you've driven every course like this (there are 17, plus one secret track), and learned them all off by heart, you'll be ready to step up a level, adding manual acceleration, brakes, and finally gears.

## EYE CANDY

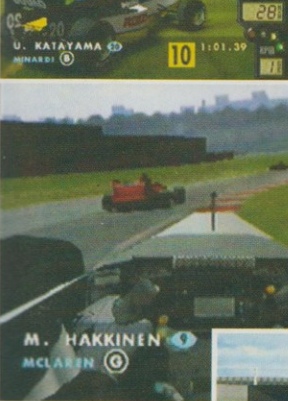
It's a tough process, but *F1WGP* is blessed with some astonishingly realistic graphics, so at least your F1 education will be a pleasantly scenic one.

With tonnes of settings to fiddle with in the pit lane and options such as '97 Events and the Challenge mode to add longevity, this is a game you'll be playing for months... just don't expect an easy ride.



◀ What's the matter, you blind or something? Get out and walk, it's safer for everyone that way.

▼ The in-car view shakes and shudders when you go over the kerbs or hit a rough spot.



► Someone's had a go at Alesi's car with a can of spray paint. Watch where you park it next time!







Reviewer



Pete Winton

"Look out, Akuma's got a plank!" Time to throw out those old "hadokens!" and invent a whole new language of fighting...



# POCKET FIGHTER

Just when you thought there was no way Capcom could squeeze any more gaming juice out of *Street Fighter's* melons, they pop up with a new half-pint sized bruiser. This is *Street Fighter Kids* meets 'Money I Shrunk the Darkstalkers', the mini kiev to Alpha and EX's full-on scrap with all the juicy trimmings.

## MAD MOVES

The size isn't the only thing that's changed. Sometime during the miniaturisation process, a droplet of *Super Puzzle Fighter* has been added, and the result? Gems with everything, strange power-up moves, treasure chests, marble throwing and ramped-up wackiness on all fronts.

Not surprisingly, core moves

– like Ryu and Ken's dragon punch, Chunners's spinning bird kick and Zangief's spinning clothesline – have been left well alone. All the usual fireball, leaping projectile, sliding, blocking, straight punching moves are there.

The difference is that on this oh-so solid base have been bolted lots of much sillier specials, involving frying pans, maces, wooden tables, flame-throwers, dragons, frogs, penguins – anything and everything that could conceivably do your opponent some serious damage has a place here (see box 2).

A number of these attacks are extremely powerful, so an initial worry was that the game might topple towards the 'too many big moves' extreme of *X-Men Vs Street Fighter*.

Thankfully, Capcom have worked their magic once again, ensuring that basic moves are effective and specials just reward for skill and, in the case of *Pocket*



▲ Oooh, you naughty bint! The end scenes to each contest are enjoyably loop.

*Fighter*, the swift collection of gems dislodged by a successful hit (see 'What, A Gem?').

## SINGLE-PLAYER

All of the above wouldn't matter an otter's chuff if your PSX opponents were thick as Chunners' thighs. We all know that two-player *Street Fighter* is fantastic, but can it give you a decent fisting on your lonesome? In short, yes it can.

▲ Some things never change. SF fireball, vintage mid-Eighties. Ah, how marvellous.



▲ Electric snail Felicia versus Tessa the teenage witch. A pony each way, please.

▶ "Me mighty cave girl Sakura, me bonk you on toe with big club. Hurt plenty, yes?"



▲ Sakura has one too many Maltesers and goes head-flipping bonkers.



▲ Even better if you remember to pick up all those gems to boost your power meter.

## 2 SILLY (BUT PAINFUL)...

The only surprise is that you don't get to brain each other with the kitchen sink, as all manner of strange objects, animals, robots, sports hardware and medical instruments are involved in each character's special attacks.

Fancy getting electrocuted by a giant snail-Felicia? Pulled limb-from-limb by oily wrestlers? Clawed to death by Ibuki in a penguin suit? No. nor us.



▲ Tessa is shocked to discover that snails are off the menu. Just one of Felicia's outstandingly silly special moves.



▶ Not Mr. Penguin off Eurotrash (thankfully), it's Ibuki proving that bird-on-bird action is always the most exciting. Huzzah!

## FINISHED!

OK, so there aren't any pre-rendered, Gouraud-sparked cut scenes to celebrate your ultimate victory, but you do get some silly cartoony bits, plus access to Dan and Akuma in Arcade mode. Oh yeah, and when you try to play through again, the game gets much, much harder.

You'll be gob-smacked (literally) by the speed and skill of your PSX opponents.



▲ The boy's not far wrong, either. Still, second time round it's tough.





▲ Each character has a number of different costumes to change into for the better specials. Sakura's a bunny girl.



▲ Just as fast as in her other *Street Fighter* incarnations, Sakura's more than a match for strange owl-thing Hsien-Ko.

Expanding on that a bit, Ibuki's 'Mr. Penguin' move will tend to catch you out (even as a fast Sakura or Felicia), with its aerial clawing assault that often gets past your guard.

You'll curse, you'll swear, you'll continue until you discover that a cunning change of tactics to a more Chun-Li-style hopping attack stuffs her royally. Ah-ha, such devilish cleverness.

## INTELLIGENCE

Of course, the problem with any *Street Fighter*-based game now is that while some may be new to it, an awful lot of us already know most of the moves off-by-heart. Even with an extremely good fighter AI, this can make things rather too easy.

It's pleasing then that once completed, your PSX tweaks the game's handicapping and scraps get much tougher second time around (check out box 1).

The real question is have you had enough *Street Fighter*? If you've got EX then you've already bought what most regard as the best SF game.

*Pocket Fighter* deserves a look-in though, because it's different, cartoony and silly enough to bring a grin to your face, even as you're desperately trying to pull-off Akuma's shadow special.



▲ Akuma lands a top fireball and justly celebrates his stubby-limbed victory.



▲ Nonce, we know, but collecting bonus gems and items can become addictive.



▲ It's not all specials you know. Basic punches and kicks can still be very effective.

► Bet that's what he tells all the girls. The plot is even barmier than Capcom's other efforts. No, really.



## HOW BLEEDIN' MAD IS IT?

In the interests of trainspotterism, we decided to rate the 12 Pocket Fighters (including the hidden Akuma and Dan) according to how mad their special moves are.

	★	★	★	★	★
RYU	★	★			
KEN	★	★			
CHUN-LI	★	★	★	★	
SAKURA	★	★	★	★	
MORRIGAN	★	★	★	★	★
HSIEN-KO	★	★	★	★	★
FELICIA	★	★	★	★	★
TESSA	★	★	★	★	★
IBUKI	★	★	★	★	★
ZAMIEF	★	★	★	★	★
DAN	★	★	★	★	★
AKUMA	★	★	★	★	★
	NOTS	BARRY	INSANE	BONKERS	MICHAEL JACKSON
	MADNESS RATING				

“YOU’LL CURSE, YOU’LL SWEAR, YOU’LL CONTINUE UNTIL YOU FIND THAT A CHANGE OF TACTICS TO A MORE CHUN-LI LIKE ATTACK STUFFS HER”

## JUDGEMENT PRESENTATION

Flat and cartoony, but watch Akuma's eyes pop! Cool fx and great animation, but poor music.

## GAMEPLAY

All the usual tactical SF gubbins, plus oodles of bizarre moves and a spot of gem collecting. Slick.

## LIFESPAN

Ten standard fighters isn't a lot, but the OTT moves and good AI will keep you scrapping for ages.

## THE BEST BIT

Enraging your opponent by finishing them off with the silliest special at your disposal.



## THE WORST BIT

Getting double teamed by the vicious Morrigan twins. Hang on, maybe that's a good bit...



Impeccable timing, outrageous specials and split-second costume changes, this is as close to 'Carry On *Street Fighter*' as you'll get.

# 86%

If you like this try anything from Capcom's Her-uge SF series as well as Marvel Super Heroes and X-Men Vs *Street Fighter*...

## FREE POSTER

Get those pint-sized pugilists up on yer walls... Grrrr!







**Games Master**

### FOXY MOVES!

We just can't get enough of those mad *Pocket Fighter* moves. SEE Akuma toast opponents in vivid Cartooncolor™! WATCH Felicia turn into a yeti! HEAR Sakura's balls drop!



**POCKET FIGHTER**



## CARTOON CHAOS REIGNS AS

# MORTAL KOMBAT

AND

# DONKEY KONG COUNTRY

## GET ANIMATED...

GAMERS, PLUCK YOUR EYES FROM THEIR SOCKETS AND GIVE BOTH OF THOSE SQUIDGY BLOODSHOT BALLS A CELEBRATORY SNOG! THE GATEWAY TO YOUR SOUL? PAN! THEY'RE NOTHING BUT YOUR BRAIN'S VISUAL VACUUM, AND WITH MORTAL KOMBAT AND DONKEY KONG COUNTRY ON FOX KIDS THE CABLE AND SATELLITE CHANNEL, THEY'RE READY TO SUCK UP CARTOON CAPERS BY THE SACK-LOAD...

### DONKEY KONG COUNTRY



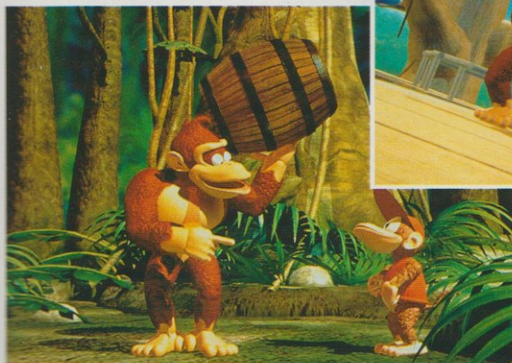
He's been dodging barrels, leaping over crocs and ducking parrot attacks since the dawn of videogaming history... but that pea-brained, fur-ball has never looked as good as this. Matching the best FMV sequences you've ever seen, **Donkey Kong Country**, the cartoon, is packed with platforming action.

It's been so slickly animated that you'll get pulled into every one of DK's adventures as he battles with the evil King K Rool's band of reptilian henchmen in the land of Congo Bongo.

Thankfully, Nintendo's loveable ape is joined by surfer simian Funky Kong and Diddy, his faithful sidekick. The curvaceous Candy is DK's lay-dee, and the main reason he lands up in so much trouble. He'd go to any length to impress this seductive she-ape and that usually spells disaster.

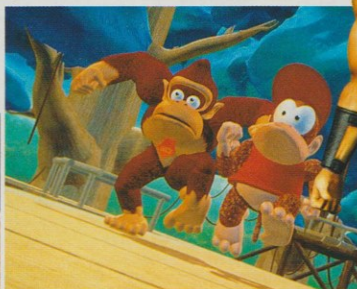
In 'Raiders of the Lost Banana', DK gives Candy the golden banana of Inca Dinka Doo. It seems like the perfect gift but it carries a curse that could destroy all of them. When King K Rool hears of it, he decides to use it for his evil purposes, so it's up to DK and Diddy to return it in true Indiana Jones-style.

Packed with laughs and the odd musical number, this is a platformer's dream. Keep both eyes skinned for **Donkey Kong Country** weekdays 7.30am / 5.55pm and weekend double bills at 9.00am and 5.55pm until 25 October.



## FOX KIDS

Fox Kids is on cable and satellite every day between 6am and 7pm. Don't miss our great line up of programmes, especially the fabulous Sam and Max and the spine-tingling Goosebumps. Presenters Roy and Lisa are on the breakfast club every day with fantastic compos and prizes...



### MORTAL KOMBAT

Beat-em-up fans give your calloused, bruised hands a rest! At last there's a way to get your fill of fatalities and babalities without having to pound away at your joystick.

series have banded together to form the Outer World Investigation Agency. Their mission, to battle against any threat to the MK universe.

When Princess Katana and Sonia Blade get trapped on the wrong side of a time-portal they have to put their mutual



Those ruck-hungry nutters Raiden, Sub Zero, Liu Kang, Sonia Blade and co can be found on Fox Kids, the cable and satellite channel, as **Mortal Kombat** the Cartoon high kicks its way onto TV.

The characters from the fantastic beat-em-up

mistrust to one side and work together to defeat the evil Zira. Their only hope of success is finding a mystic sword which lies hidden deep in an ancient temple.

After facing a hoard of Gladiators-style challenges, they locate the sword, but that's when things get really hairy. "How can we defeat something made of pure energy?" cries Sonia confronting a 12ft. green blob.

No prizes for guessing how they deal with the big-fella, it certainly wasn't via the medium of diplomacy. If you want to get your fill of **Kartoon Kombat**, tune into Fox Kids at 7.00am and 3.35pm and weekends at 3.35.





Sounds simple enough on paper... Excellent film to action-packed platformer!

I'm very popular with the ladies!

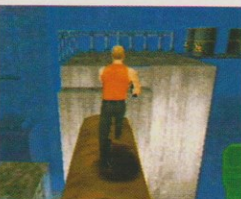
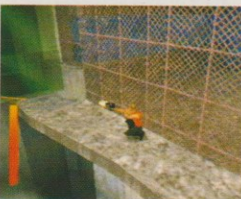


# THE FIFTH ELEMENT

**Sorry Sony, a sub-Tomb Raider 2 platformer with orange Gaultier vest and FMV footage directly from the film (Mad priest/Space Battle/Milla Jovovich covered in ten foot of elastoplast) doesn't excuse an adventure game devoid of challenge.**

## GAMPLAY

For the first hour at least it's business as usual. We're in 3D

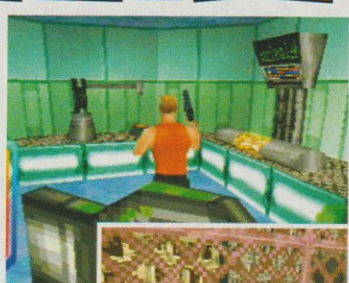


platformer territory and a texture mapped Bruce Willis is rather brutally bashing his Neanderthal way into the Science facility, where young Leeloo (Jovovich) is being reconstructed. Bruce has to nab a green key from one of the technicians and use it on the DNA reconnector.

Annoyingly, the film didn't follow quite the same path but... never mind. Mission two sees you starring as Leeloo, rather brutally bashing your way through a futuristic NYPD station, looking to free Willis' character Korbin Dallas. You'll need to beat a key out of one of the guards, if you're going to complete your mission.

## PUZZLES

All in, *The Fifth Element* is a very presentable and playable platformer. It's exciting when it needs to be and it's got all the standard platformer elements that pop up just on cue (for secret rooms see box one). It won't take long before you discover your first teleporter, which'll zap you around the maze-like levels. Blow up a generator and you'll switch off laser security fence, giving deeper access into the level. And you won't be shocked to hear that



keys, health and weapons enter stage left, as and when you'd expect them. The Puzzles are too simplistic though for any extended sessions (see box two) and Bruce's character (although wielding a gun of some description) has only a handful of moves. Leeloo, by comparison, is a kung fu master! Watch her take it out on those coppers with nightsticks. At least Bruce's less balding than in real life. Shame then that *TFE* is really quite average when you compare it to other third-person adventure games out there.



## JUDGEMENT

### PRESENTATION

Sparkly, Hollywood-style video next to scrappy 3D environments. More time at the developers, please.

### GAMEPLAY

Absorbing for a few hours, but the drive to explore soon evaporates as panic and claustrophobia set in.

### LIFESPAN

If you're a real platform fan, then a couple of nights. Movie fanatics will get a kick out of it.

### THE BEST BIT

All that FMV. Korbin's weapons, Leeloo's revealing first costume and the theme tune.



### THE WORST BIT

Trying to fight your way through the flying dustbin lids at the end of level two. Impossibly frustrating.



Cult potential? No, *TFE* is sadly just another under-developed movie licence tacked onto the willing skeleton of Lara Croft.

# 58%

If you like this then *Batman & Robin* is worth a try. *Deathtrap Dungeon*, *Wild 9* are fun and good of *Tomb Raiders 1 and 2* are great.

## SECRET ROOM!

On your way deeper into the research facility on level one, shortly after taking a dive down a very large tunnel, the first of many hidden areas becomes uncovered. It's filled with invincibility and health. Cool Korbin!



▲ A useful and well hidden medipac, which ups the left-hand health meter.

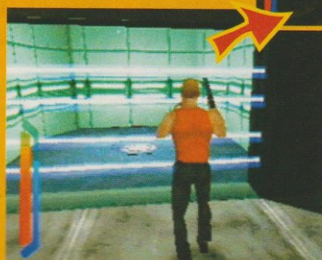


▲ This saucer-shaped invincibility gives you a blue bulletproof shield.



## OPENING THE TRANSPORTER!

Like good ol' *Tomb Raider*, there's a lot of climbing to be done. First get to the top of this crate, take a leap and destroy the hidden generator on the other side which turns off those nasty laser beams and you're free. Cool!



▲ Access to your teleporter is repeatedly blocked by laser beams. Must go find the electrical source.



▲ ...and Korbin can continue his quest deeper into the next level.



▲ Voila! With the power gone, the barrier's disappeared...



# Games Master

## KISS IT BETTER!

You'll probably develop a bandage fetish after playing *TFE* as Leeloo's costume comes in two designs, revealing and perty. She's a right mucky pup, check her out....



**THE FIFTH ELEMENT**





it's slick,  
it's smooth,  
it's white,  
it's radical.  
Get ready  
for action –  
piste-style! – as Nintendo take to  
the slopes in the spectacular **1080°**.



# 1080° SNOWBOARDING



You may be surprised to learn that, despite coming from the **Wave Race** team, **1080°** doesn't feel like a Nintendo game.

It hasn't got the same energy or personality and you certainly won't warm to it in the way you did *Mario Kart 64*.

As the game begins and the camera works its way around the Virtual Lodge, settling on each individual snowboarder, it's hard to get excited about the snow-based skills of, say, Kensuke Kimachi in the same way you got excited about Wario's fat, but solid, driving etiquette. And the reason? **1080°** Snowboarding takes itself sooooo seriously. Everything from the 'boarders to the courses – especially the courses – is exactly as it should be. There're no power-ups, no massive jumps, there's none of the Nintendo stuff we've become accustomed to.



## CONTROL

But, despite this certain lack of 'humour', **1080°** is still a fantastic winter sports game. You can tell it's from the *Wave Race* team. Remember how they created an ultra-realistic H<sub>2</sub>O-soaked environment, where you bumped off waves and sank into the water as you landed? Well, similar things have been achieved, here. Snow – be it drifts, flutters or black patches – feels amazing. Hit thick snow and powder flecks up behind you, rapidly losing you speed.



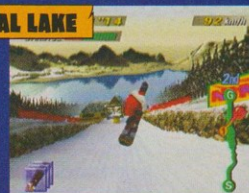
Land on an ice-covered stream and you temporarily lose control, the board whipping about beneath your feet and making a superb scraping noise as you go. The way the different textures of the courses feel and react is amazing. Perhaps better than *Wave Race*.

## COURSES

And it's the courses that form the centre of the **1080°** universe. There're six in all and, apart from the first one, Crystal Lake, they're all devilishly hard. But, they never

## BETTER MAKE TRACKS!

There's nothing more certain in life than the fact that **1080°**'s courses will present a problem. Here, then, is a little taster of what you can expect when you finally hit the snow...



Things get a little tougher with the fog and snowfall of Peak. Keep those turns tight with Z trigger. You'll get a real sensation of boarding when you're here...



Crystal Lake provides an easy enough start for the **1080°** novice. It's got wide tracks, thinish snow, not too many jumps. Expect to record a good time.

As you'd expect from somewhere with the name Golden Forest you get beautiful scenery and the fantastic iced-over stream. Look out for snow drifts in the woods.



You're going to need to get across wooden bridges when you hit the Dragon Cave level. There are also some super-tight bends. Stay alert.



When you progress to Mountain Village you'll find that extra lashings of thick snow slow you down, so try to keep to the thin stuff. Look out for cars!



Not so much deadly as stoatlingly hard. Knee-deep snow and bumpy beginnings are only some of the obstacles you'll face. Expect to retire early on.





Skids aplenty as the snow carves up.



drift from what you'd expect from a piste: there's no canyon-sized leaps, for example, or loop-the-loops. The scenery is diverse - tunnels, half-pipes, minor jumps - but never unbelievable.

## DIFFICULTY

All of which means 1080° is even trickier. It's real racing. It's learning



## 2 WHAT A CHARACTER!

Choose your racer in the lodge. Dion Blaster is the British boarder, keeping up our end playing pool, while Rob Hayward, the Yank, can be found picking his nose. It's an inspired twist on the old character select screen.



▲ Kensuke Kimachi. Not much of a personality, but best all round boarder.



Have to sit or my arse will fall off.

▲ The best course - by a long way - is Golden Forest. Top jumps and plenty o' stunts.



where to turn sharply, or where to crouch to gain speed. It's about memorising the courses to achieve the best times, especially as your opponent becomes very, very good, very, very quickly. It's also about giving as good as you get so be aggressive as you head towards the finish line. Hit your opponent to gain extra seconds, because, he'll do the same to you.

## LIFESPAN

This increase in difficulty and the reliance on blindingly good boarding means, more than any other Nintendo game, 1080° has a HUGE lifespan. To get comfortable with it will take a couple of weeks. To truly master it will take months. Strap on, breath in and take to the snow.



▲ Pelt your way through an Alpine housing estate. Oooh, there's some rough types round this way.

Those TV screens show the world how dodgy your snowboarding is. Ta, V. much.



## 3 PULL OFF A STUNT!

In Training mode you can perfect all those stunts by running off to a half-pipe route where you can try CPU set stunts with the help of handy visuals. Then you can head back to the courses and try them for real. There's also a Trick Attack mode where good stunts equal more time.



▲ Indy Nosebone. One thing's for sure, that's not an easy stunt. Anyway...



▲ ... try your best and you might eventually be doing this in-game.

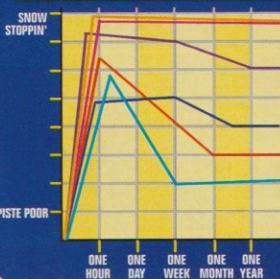


## 4 it's SNOWTIME!

The multi-player game in 1080° is disappointing, to say the least. Only two of you can join in for a start which means that bar a split in the screen, it's just like the one-player game. Another big negative is the fact that instead of scenery you get Nintendo-style fogging and a slower game.



## HOW LONG'S IT GONNA LAST?



So, is 1080° going to last you? And, more importantly, how long is it going to last? We get our skis on and try its modes out for size. And, boy, do they fit? Oh-yes-indeedy...

KEY:  
DIFFICULTY • REPLAY VALUE • FUN • TWO PLAYER • TIME TRIAL • STUNT MODE

“IT'S REAL RACING. IT'S LEARNING WHERE TO TURN SHARPLY, OR WHERE TO CROUCH TO GAIN SPEED. IT'S ABOUT MEMORISING COURSES...”

## JUDGEMENT PRESENTATION

Superb. The snow effects are incredible and the snowboarders brilliantly animated.

## GAMEPLAY

Not faultless, but the control is intuitive and the snow horribly realistic... a real surprise.

## LIFESPAN

Supremely difficult to master and, of course, the time trial and stunt modes are infinite.

## THE BEST BIT

Landing successfully onto the iced-over stream when you're racing on the Golden Forest course.



## THE WORST BIT

The seriousness of it all. Oh, and the fact that you can only ever race against one opponent.



Wave Race with snow equals another blistering effort from Nintendo. Fun, frantic and freaking hard. Recommended.

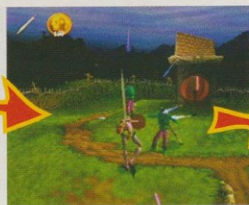
87%

If you like this you might find a spot of light relief in the shape of Snowboard Kids, a top Mario-Kart-on-snow-athon. Brilliant music, too.





Ever fancied being a rotting corpse who fights zombies by ripping off one of his arms and clubbing them back to death with it? No? Well, you should give it a try!



# MEDIEVIL

**This is your big chance to make a name for yourself in the 'rotting and reeking' stakes. After all, who'd pass up the opportunity to become a chinless walking cadaver?**

## PLOT

Taking on the undead persona of Dan Fortesque, hapless medieval warrior in a 3D third person world, it's your job to kick the scrawny backside of the evil wizard who

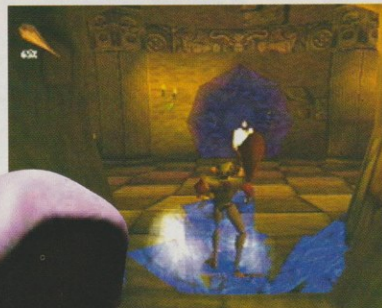
has brought corpses to life across the kingdom. Basically, we're in *Tomb Raider* territory here, and the lovely Dan is certainly going to have his work cut out, following in the repulsively full-bodied Lara Croft's footsteps.

## GAMEPLAY

Dan's quest takes him across some 30 levels, from the crypt he was buried in to the heart of the wizard's defences. The gameplay is very *Tomb Raider*, although if anything, it's easier to get to grips with Danny boy's more intuitive

directional controls and reduced range of moves. It's particularly good with an analogue pad, where you can switch between running and walking by simply pressing down on the stick.

Dan doesn't even attempt any of that dangling-from-precipices type malarkey that Ms Croft is famed for, either. As such, his bleached skeleton is almost completely devoid of any muscle tone. His abilities don't stretch much further than jumping on platforms, and battering hellspawn and household pets to death.



▲ Dan whips out his Battering Club and gives the wizard's stained glass a good old whack.



▲ Nope. You won't find Lara Croft in there, Danny Boy. Might just find a few zombies though, so rip off that arm and get ready now!



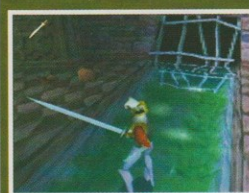
▲ Knock knock. (who's there?) A rotting corpse! Can I have a cup of tea?



▲ That's about the limit of Dan's watery antics. If he gets any wetter, he'll dissolve.

## WATER WAY TO GO!

Unfortunately for Dan, corpses and water just don't mix. He's OK when it comes to a little paddling, and he'll quite happily wade in up to his waist, but try and take him swimming and he'll just sink to the bottom to fester and dissolve.



▲ Better get out of the stream before you pollute the town's water supply.



▲ Look carefully now - that bridge is there for a reason, you know.



▲ Fall over the edge and you'll have an eternity to contemplate your mistake.

## 2 FREE POSTERS

Funk up your crypt with Dan the undead pin-up...





**Games Master**

## HEY, SEXY!

*Medievil* has to be one of the prettiest Playstation games around. It certainly doesn't disappoint in the FMV department either - check out these stills from the excellent intro movie.



**MEDIEVIL**

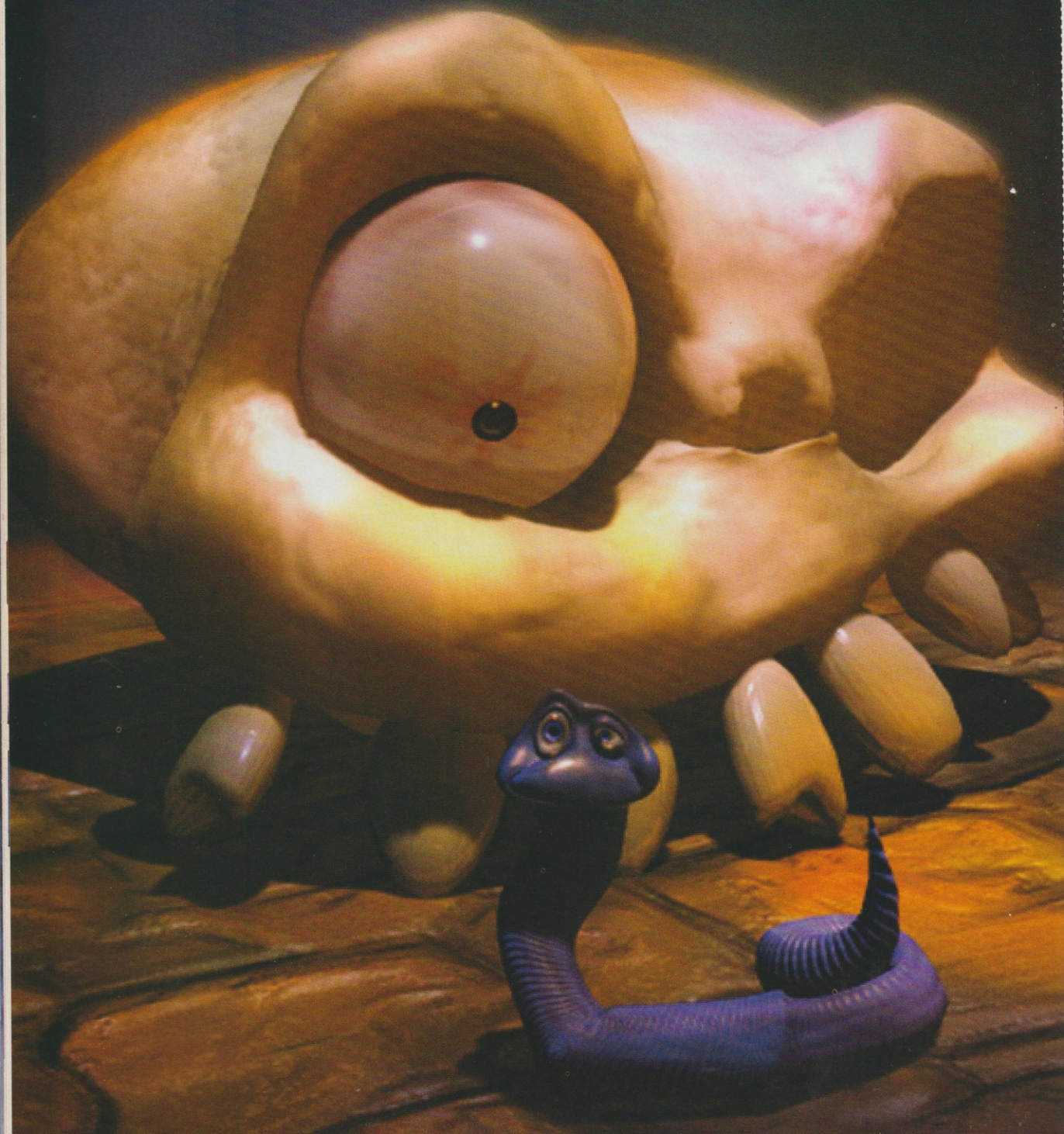


## MUTIE BOYS!

Yeuch! Some of these foul creatures are so hideous it's a real pleasure to stump-whack them to death with extreme prejudice. The one on the left reminds us of Les.



**MEDIEVIL**





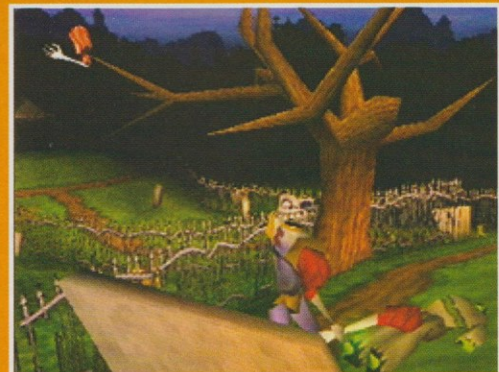
## 2 MOSTLY ARMLESS!

Dan will come across a variety of top weapons during his quest, ranging from plain old swords to devastatingly powerful hammers, but the one you'll want to come back to time and time again is the arm. Make sure you invite your Gran to watch as Dan plucks his left arm out of its socket and begins to crack zombie skulls with the soggy end.



◀ If we didn't know better, we'd swear he was smiling. He loves his violence, does our Dan. Can't get enough of it.

▼ One of those cheeky little buggers just stole Dan's Whacking Stick! Lucky he's armed and dangerous then.



## ARMOURY

And *Medevil* certainly includes an impressive collection of weapons to do it with. Each level contains a magic chalice which you gradually fill by killing more and more creatures. Once enough of them have bought the farm, you take the chalice to the end of the level and it grants you access to the warriors' hall. There you'll get to choose a new

weapon for Dan's armoury – we can heartily recommend the excellent Battering Club as a hefty stick o' doom for all occasions.

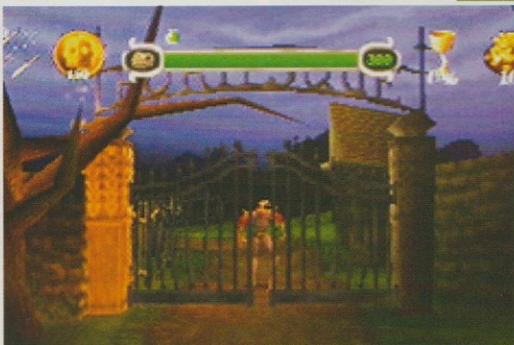
Most of the bad guys don't seem to be too keen on putting up much of a fight, although things do get a lot tougher the closer you get to the wizard's stronghold. But what they lack in individual strength they more than make up for in numbers.

## MMM... PRETTY

*Medevil* positively swarms with disgusting creatures out to chew on Dan's bones, and the fights are all beautifully realised in the smooth 3D levels. The graphics

show a sharp eye for detail throughout, especially Dan himself, who looks about as good as is possible for a one-eyed corpse with no jawbone.

Eye candy doesn't make a game though, and for all *Medevil*'s pretty graphics and clever tricks, it's basically just another cut-down *Tomb Raider*-inspired adventure, albeit a classy one. You can't go swimming through underwater tunnels, you can't make life-or-death jumps across gaping chasms, but you can tear off your own arm and pummel zombies to a paste with it. That's got to be a big recommendation.



▲ "Purple trousers and green skin... it must be an Incredible Hulk convention," thinks old boney.



▲ Vamboosh... as green as green can be! This is a magic sodden game and packed with surprises.

◀ There's more than a pinch of Tim Burton films in *Medevil*. If you're a fan of movies like *Nightmare on Elm Street* check this out.

## 3 FEEL THE POWER!

The Dual Shock analogue pad is used to great effect throughout *Medevil*.

Varying degrees of rumble are applied to warn you of upcoming threats, such as a bunch of coffins that burst out of the ground behind you. It's subtle, but using a normal pad afterwards proves to be a real handicap.



▲ Take this lot out with one blast of your rancid breath. Haaaaaaah.



▲ The ground (and the controller) shakes when these boys rise up.



▲ Armed with a large stick really is the only way to go into the House of Pain.



"I'll show you who's armless!"

**“YOU CAN'T MAKE LIFE OR DEATH JUMPS ACROSS Gaping CAVERNS BUT YOU CAN TEAR YOUR ARM OFF AND PUMMEL ZOMBIES TO A PASTE...”**

## JUDGEMENT

### PRESENTATION

Slick graphics and atmospheric sound, but it loses a few marks for the fiddly camera system.

### GAMEPLAY

It's so smooth and easy you can't help but enjoy it. It could've been a little less linear.

### LIFESPAN

*Medevil* doesn't offer a whole lot of replay value but you'll certainly get a kick out of your first play.

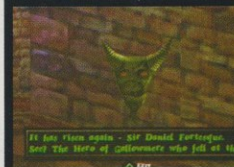
### THE BEST BIT

The first time you see Dan's remarkable shoulder joint in action as he beats someone with his arm.



### THE WORST BIT

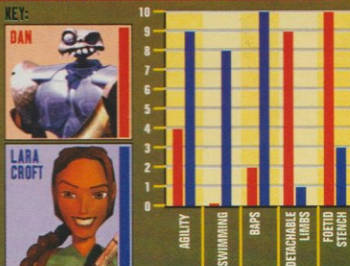
The camp voices that every character has. They don't do a lot for the game's sense of adventure.



Fun but unoriginal. Mind you, that won't stop *Lara Croft* from appearing in loads more games, so why not let Dan have a go?

## CORPSE Vs BABE: THE BIG SHOWDOWN...

Well it looks a bit like *Tomb Raider*, but how will Dan do against Lara in the PSX superstar stakes? We assess their merits, you can decide who wins...



**82%**

If you like this try the *Tomb Raider* series. What was that? You already have? Oh well. Then what about *Die by the Sword* on the PC?





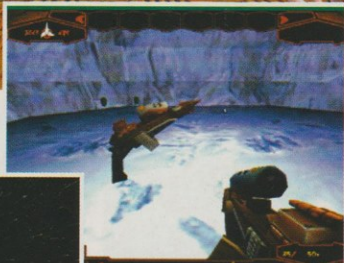
With a cry of "Khnak som'tek Krahg-shuk", *Unreal* falls into bed with *Star Trek* throat-clearers extraordinaire, the Klingons. The result? Take a look...



# KLINGON HONOR GUARD



▲ Are they practising dance moves, or what? It's just a wild stab in the dark.

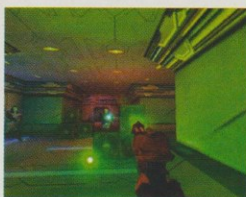


▲ Another day, another death ray in an ice cave. Life's interesting when you're Klingon.  
 ▲ Klingon spaceships are never as stylish or attractive as their Federation compadres.



**Interesting Star Trek fact #249:** Despite having shelled out a fortune for the official *Star Trek: TNG* licence, Microprose aren't allowed to show any of the main TNG characters either being killed or violating The Federation's 'Prime Directive'.

Picard and friends can't fight anyone, and can only be shown doing nice things to each other, like giving presents, or making daisy chains. Funny? Yes. Good game concept? Ho ho... No!



And so we have *Klingon Honor Guard*. No one cares what the Klingons get up to, and they're always up for a scrap, making them ideal game fodder. But no one gives a toss about the story, the only things that count in the world of the *Quake* clone are the 3D engine and the quality of the shooty action.

## WEAPONS

As a Klingon, you've not only got a Cornish pasty on your forehead, you also get to use the barmy Klingon weapons, including the giant Coathanger of Death, or

Bat'leth (see box 1). The emphasis in *Honor Guard* is more on close up mauling, rather than girly long range sniping, so having a giant coathanger is definitely an advantage. Unfortunately though, there aren't any clever close quarters fighting techniques, you just have to slash and stab.

## GAMEPLAY

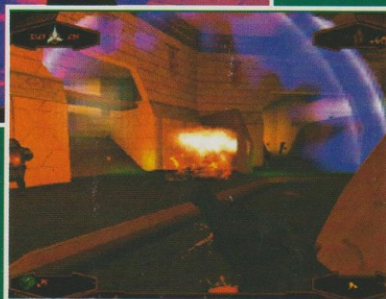
It's fortunate that there's a lot of scrapping, because the long range weapons are a bit dodgy. Particularly bad is the crappy Disruptor rifle, so called because it disrupts any hope of flowing gameplay by being so gimmer-like in its slowness. The most annoying thing though, is the lack of hardware. While *Quake 2* is happy to give you a rocket launcher once in a while for some rip and/or roaring, body-bursting action, *Honor Guard* keeps such explosive merriment to a minimum. The only time you get a load of weapons is in deathmatch, which just becomes a playground-style bundle (see box 2).

## LUCKY MAN...

Original *Quake* deathmatch still holds a special place in our hearts. And its unlikely to be replaced by *Honor Guard* deathmatch, as the arenas aren't particularly interesting, and the odds of winning aren't affected by how good you are, just how lucky.



▲ Administering a beating with the pistol is always satisfying, particularly if you manage to turn your target into a big molten blob.



▲ Deathmatch levels need a bit more thought than this: a big open room, with guns in it. Very clever.

◀ Sure, it looks exciting, but we've no idea what's going on here. And we are playing the game!



▲ Safety instructions: Light blue touch paper. Do not point towards face. Unless it's someone else's.



▲ At distance, you're no match for the guards. Up close, you have the advantage.

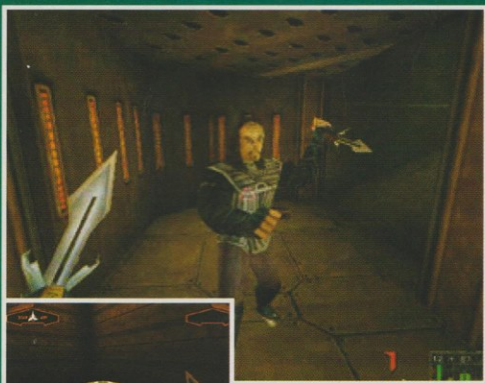
► The beauteous but useless disruptor rifle, on the one occasion we ever used it.





## 2 UP CLOSE AND PERSONAL...

When you're playing a *Quake* clone, it's always an ache when you run out of ammo and have to use a dagger or fist. In *Honor Guard*, using your knife is a reet laugh!



▲ COME ON! Enticement like this is only going to lead to violence. Good.

◀ Catching a flying Bat'leth in the groin is going to hurt. A lot.

## GRAPHICS

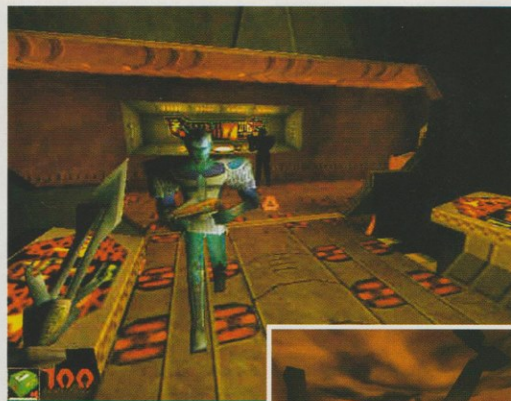
Epic are licensing out the *Unreal* engine to anyone who offers them cash, saucy French playing cards or cheesy slices. Microprose are one of the first to get a game out of it. Of course, it looks absolutely barnstorming. The only new feature is that walls glow if you shoot them, useful with so many small, dark rooms in *Honor Guard*. A quick spray of ion pulses lights them up like a room-shaped Christmas tree.

## LEVELS

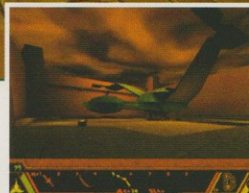
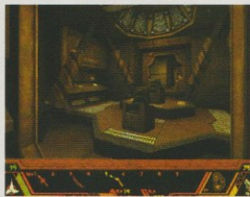
Every level in *Honor Guard* is crazily huge, and although there are 20 of them, the game might

have been better off with more, smaller layouts. There's plenty of cover, so it's not too difficult to get close enough to give someone a pasting (see box 3), but this means that the look of the bases and installations isn't that interesting – lots of wee rooms and dull corridors.

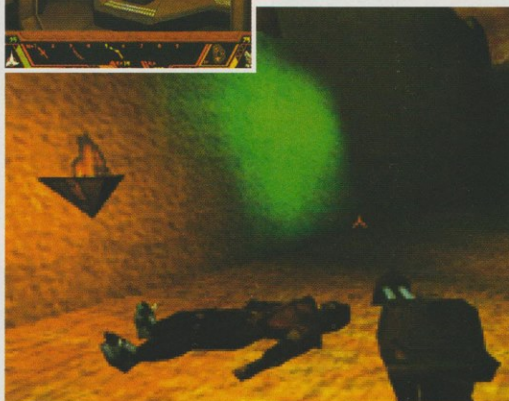
But it's really the lack of hard blasting action that stops *Honor Guard* from being in the same league as *Unreal* – there just aren't enough bangs and flashes for a first person shooter, and while sticking a razor sharp coathanger into an ugly bloke's face is quite a laugh, it's just not enough. Perhaps the alternative game, featuring the rest of TNG crew all being jolly nice, would have been better? Make it so!



▲ Klingons, Humans, Ferengi – All your Trek favourites are there, and you can beat the living crap out of any of them.



◀ Later levels, as well as being noticeably more difficult, are generally a lot better looking than the early worlds.



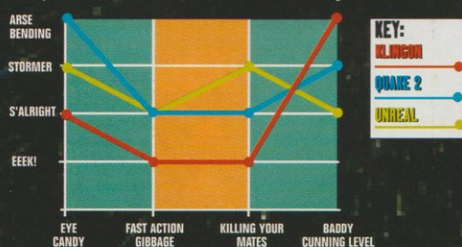
▲ Weapons in the *Unreal* engine always have two functions. This ion pistol, for example, doubles up as a can of green spray paint.

► The coloured lighting effects are among the best we've seen. It's just a pity that there's no reflective ice sheets, mind.



## THEY'RE ALL THE SAME...

It may look like *Unreal* or *Quake 2*, but the game design, weapons and baddies make them all very different.



“BEING A KLINGON, YOU’VE NOT ONLY GOT A CORNISH PASTY ON YOUR FOREHEAD, YOU ALSO GET TO USE BARMY WEAPONS...”

## JUDGEMENT

### PRESENTATION

*Klingon Honor Guard* uses the *Unreal* engine effectively. Easy on the eye, but not that spectacular.

### GAMEPLAY

Not that much blasting, but enjoyable hack and slash with intelligent, tricky bad guys.

### LIFESPAN

In one-player, levels are big with limited ammo and health. Multi-player appeal won't last long.

### THE BEST BIT

Finding the Bat'leth and giving some joker with a big gun a taste of real combat.



### THE WORST BIT

Trying out the deathmatch and ending up confused, bored, and ultimately wishing you had *Unreal*.



An interesting take on one of the best PC games ever, although the more thoughtful pace and emphasis on close up fighting gets tiresome.

# 82%

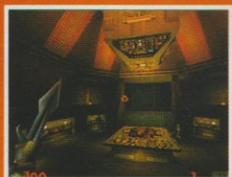
If you like this then you're going to love *Unreal*. But if you're looking for the best deathmatch around, it's still *Quake* by some distance.

## 3 DUCK AND COVER!

Klingons spend their time beating each other with sticks, swords and whatever's lying on the floor, so they have little time for architecture. Still, the level layout is generally well thought out. But you can bet a seemingly empty room has a baddy hiding behind the door. Don't worry, there's usually something to crouch behind.



▲ Most of the game doesn't look anything like this, which is a shame.



▲ Watch out for control panels to use for cover when you're outnumbered.



◀ Most rooms are pretty dark, so add your own lighting effects with a disruptor rifle. They'll be doing it on *Changing Rooms* soon... honest.





is your trigger finger feeling a little itchy? Feel the need for millions of aliens to destroy with large guns right now? There can be no better solution than this...



# ASSAULT



**Mindless. The Oxford English Dictionary would no doubt describe it as 'damn fine fun involving the indiscriminate maiming of as many people/aliens as possible.' And they'd very probably use Die Hard Trilogy or Time Crisis as the genre's best examples. As for Assault, well, it wants to be in the same league. Truth is though, it's a little too mindless for its own good – if that's possible – and misses the mark by miles.**

We know, there's little more fun to be had on a PlayStation, Nintendo – or whatever flavour you like your consoles – than the spraying of enemies with the fire from impossibly huge weapons. It's worked since *Space Invaders*, and we'll still be doing it when the N64,000, or whatever, comes out. But at the risk of sounding like a tired, jaded old gimmer, when it comes to *Assault*, we really have seen it all before.

power-up you might have missed when the world and his dog were exploding on screen. Some of the guns are fantastic too, but you can often come across destroyed spaceships that you simply didn't fire at. It's handy but doesn't make for challenging gameplay.

## SPEED

The Return Of The Jedi-style bike you fly into the screen is a welcome addition though. It also gives you some idea of the extended fun you can have with *Assault*. For make no mistake, it's an 110mph rush at all times. The pace of the game is frenzied. But just as you're enjoying speed another downside pops up in the form of slowdown, especially in two-player mode.

Maybe it's because we've had the *Metal Gear Solid* demo on constantly for the past few months, but we demand more these days for our £35. *Assault* doesn't deliver. It's not bad by any means – fans of the shoot-em-up will love it and there's plenty to keep everyone occupied for weeks – but it just doesn't have the subtlety, looks or sound effects that the true greats have. File under, well, mindless.

## BASIC PLAY

It has all the huge, comic explosions required, which all look very impressive. But all too often you find yourself walking along a platform simply annihilating everything in your path. And then you do it again. And again, but with a different background and different colour enemies, until you meet – yep, you've guessed it – the big baddie at the end of the level, who takes a bit longer to kill. Yawnsome, and predictable stuff.

## BALANCE

*Assault* does have some nice touches, sure, but these are nearly always outweighed by the annoying ones. The camera angles move around well, but all too often it slips back to the old sideways scroller – which means you can never go back and get a big



▲ That mind-blowing first screen. Oh, sorry, it's not really, is it? Blow up the hovercraft and you're away. There's literally no turning back now...

▼ The water level is a nice touch, but you never feel like he's actually wading through the stuff.



▲ The glass walkways look great, but sadly you can't blow them up. Pah!

► An energy bolt races across a rope bridge...

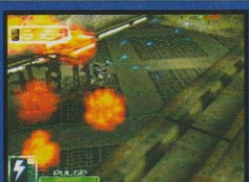


## A PINCH OF ASSAULT!

The different ways to play *Assault* is its most refreshing aspect. It is basically a sideways scroller, but you can still dip in and out of the screen, clamber across rope bridges and wade through water. Sometimes you even run up the platform! Wonders will never cease.



▲ This is the kind of straight forward scrolling level that dominates *Assault*.



▲ High up on a platform you get a limited sense of three dimensions.



▲ Of course it's not just side-to-side stuff going on here, there's up and down too.

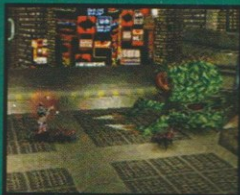


▲ Take to the ramp and let rip with the blasters... Mmm, still fairly restricted.



## 2 BAD-DIES!

The end of level baddies are plain ridiculous – some of them take at least five minutes of constant shooting at. This involves jumping in the air and firing. Fun – for the mad.



▲ The first one you come across. He has annoying pincer-like claws, so beware.



▲ This one seems unable to do you any damage for some reason. Fool.



▲ As the baddies get bigger, so do the power-ups. This one is mean. Nice one.



▲ This is about five minutes later. Still here, having taken no damage at all!



▲ Sometimes there's no baddie at all, just an enormous gun to destroy at will.



▲ It does get harder, but you'll still die more often from falling off platforms.



▲ Most of the baddies look quite impressive, but this one's an absolute shocker. They've gone for the ghoul effect, but he just looks unfinished.



## 3 LETHAL WEAPONED TWO!

If it's stoopid carnage you want, then you've come to the right place. Simply grab hold of a mate and get the two-player mode up and running. Then get ready as the screen becomes a mess of explosions, bits of aliens and laser fire. It looks cool, it's great to play, and anybody else watching will wonder what the hell is going on!

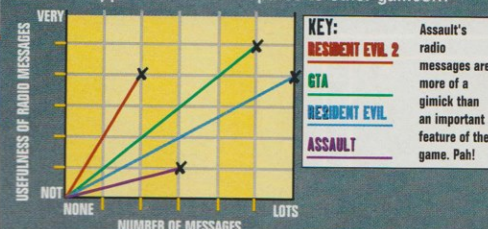


▲ Fighting aliens two-player style really changes the way you play *Assault*. Because you don't have the freedom of movement, you often get eaten by those alien fellas.



## RADIO-GA-GA!

Radio messages in *Assault* have little relevance to what's about to happen. See this compares to other games...



“THE PACE OF THE GAME IS FRENZIED. BUT JUST AS YOU'RE ENJOYING THE SPEED, ANOTHER PROBLEM POPS UP...”

## JUDGEMENT

### PRESENTATION

Nothing special at all. Plenty of sub-standard techno tunes also annoy intensely.

### GAMEPLAY

Fun for the first few levels, but only special hike stages prevent boredom in the long run.

### LIFESPAN

Some of the baddies are very hard to beat, but require no skill to do so. Massive, but, yep, mindless.

### THE BEST BIT

The Bike Stage. Simply because you're not expecting it to happen and the adrenaline rush is tops.



### THE WORST BIT

Jumping off ledges, with the wrong camera angle you'll lose a life every time.



If you want to kill things all day long, then by all means do so. It's fun. If you have a brain however, you might want to think twice.



If you like this then you'll adore anything that involves shooting. As we said, try *Die Hard Trilogy* or *Time Crisis* for size.





"You have asked for death by my hand!" Be at one with the wind as you sneak about making a blood splattering nuisance of yourself in Activision's new ninja sim!



# TENCHU: STEALTH ASSASSINS

**Ninjas, like the infamous method of wind passing, are silent but deadly. This makes them the perfect shady characters to base a game around in these days of *GoldenEye* and *Metal Gear* inspired 'shush-they'll-hear-you' stealth gameplay.**

They are so at one with the shadows, they have trouble finding their own legs when getting dressed of a morning. Shame then that their fondness for waving large swords around with a somewhat devil may care attitude towards others has only really been treated properly by Square's *Bushido Blade*.

## SETTING

*Tenchu* takes its 16th century Japanese setting dead seriously. There's a lavish opening film, appropriate Oriental music and a plot involving arch baddie Mei-oh, who has King of Hell written on his business cards. Start playing as either Rikimaru, the tough but



slower bloke or Ayame, the lithe, quicker female character, and you see immediately how this differs from Core's similarly kung fu slipped outing. The behind character view is similar to *Tomb Raider* and the emphasis is most definitely on stealth and sneaking through the dark levels, clambering onto roof-tops with the aid of a grappling hook and all the

time trying to avoid being seen. The atmosphere, through the ten mission based levels, fair chills the bones, particularly when the blood starts flowing...

## FIGHTING

In a typical omelette/breaking eggs fashion, you can't make a game featuring samurai swordplay



▲ Blood splatters on the floor and walls in *Tenchu*'s gory sword fighting. Shame the camera's so erratic.



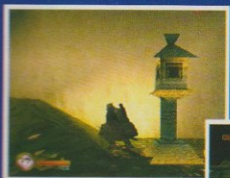
▲ Get hit by an archer's arrow and they stay stuck in you as you leg it away!

▶ *Tenchu*'s a dark game brightened up by plenty of ketchup flinging.



## 1 STEALTH AND HAPPINESS!

Approach *Tenchu*'s baddies like you would in a normal game and you're in trouble. By far the most effective way to kill the enemy is through stealth. If you can creep up on a baddie unnoticed you can kill with one delightfully gory blow. If they spot you, you're in for an energy bar sapping battle. Press **○** to go into stealth mode and prepare to sneak around like the kung fu slipped assassin you undoubtedly are. Allow us to take you there right now...



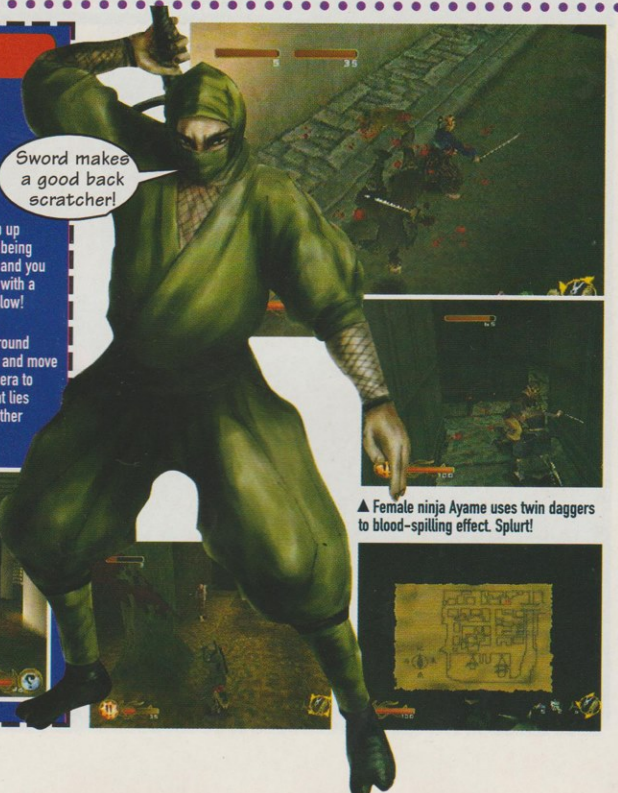
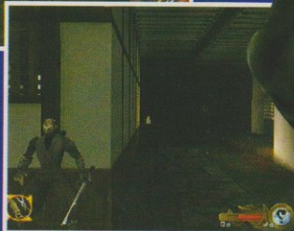
▲ In stealth mode your ninja rolls around to avoid detection.

▶ It's not just you creeping about. The enemy sneak too.



◀ Creep up without being spotted and you can kill with a single blow!

▼ Hide round corners and move the camera to see what lies on the other side...



Sword makes a good back scratcher!

▲ Female ninja Ayame uses twin daggers to blood-spilling effect. Splurt!





## 2 NINJAS 'R' US!

Ninja's always get some great fighting gear – most of it banned in this country under notorious You'll Have Someone's Eye Out bill of 1904. You can choose from this little lot picked off the shelf of the local Ninja World outlet.

### SHURIKEN 1



▲ You lob these throwing stars from the rooftops, aiming with a cross hair.

### SMOKE BOMB 8



▲ Drop one of these to confuse the enemy and make good a stealthy retreat.

### POISON RICE 7

Straight out of a dodgy take away this rice puts dogs and hungry guards out of action.

### HEALING POTION 2

Damn near essential for keeping your life bar topped up. Fights deplete it.

### CALTROPS 3

Scatter on the floor to discourage pursuing enemies Road Runner-style.

### GRENADE 4



▲ Forget stealth, these primitive explosives kill with a loud boom!

### GRAPPLING HOOK 5



▲ You can haul your ninja self onto the roof-tops with a grappling hook.

### COLOURED RICE 6

Laying trails of coloured rice stops you getting lost in *Tenchu's* complex levels.



without spilling some blood. Fights see some audacious sword slashing, with the red stuff flowing like a shaken up can of Vimto. Limbs are severed with ease in hard fought scraps. The range of moves isn't massive but there're enough different attacks to keep you interested and the enemy AI ensures you can't take any opponent, from mangy dog to long haired kung fu masters, for granted. Thankfully, rather than hacking away at everyone you meet, you're actively encouraged to sneak up on them *Metal Gear*-style (with a suspiciously similar question/exclamation mark system telling you if you've been spotted) for some knife in the back, one hit finishing moves.

## GRAPHICS

Given the amount of thought that's gone into creating such an atmospheric blend of tiptoeing and neck slashing, it's a shame that technically *Tenchu's* on the dodgy side. The pop-up scenery, as you move through the levels, is just about acceptable because everything happens in the dark. But the erratic camera can be frustrating, losing your opponent when you're in the midst of a fight. The game often looks like a suburb of GM's Glitch City, with awkward clipping cropping up with alarming regularity. Animation isn't great either, the female character runs like Tina Turner after she's done a poo in her tights.

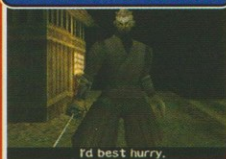
Despite having plenty of technical problems, *Tenchu* still manages to come across as an engrossingly vicious samurai sim. Creeping around in the shadows makes for some tense moments and it's rare

to play a game that requires subtlety and blood letting in such an authentic feeling package. Not quite *Metal Gear* solid then, but still a solid game for fans of samurai sneakage...

## 3 THE MAGIC EFFECT!

*Tenchu* features ten mission based levels to slash your way through. Here're four of the best on offer...

### DELIVER SECRET MESSAGE



I'd best hurry.

▲ Baddies on the roof and ninja ladies make this a far from easy delivery.

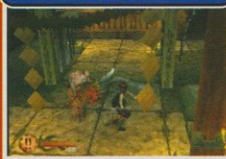
### EXECUTE THE MINISTER



I like the way you think.

▲ This corrupt feudal official is asking for death by your mystic hand.

### INFILTRATE MANJI CULT

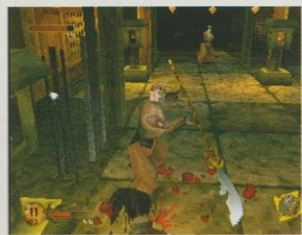


▲ Religious nutters and their fire breathing devotees! Slice and dice.

### CURE THE PRINCESS



▲ You need to track down a magic herb before rescuing her on the next level.

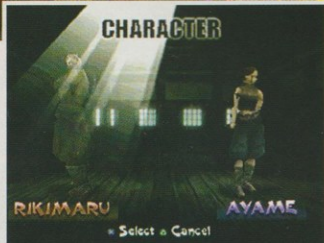


◀ *Tenchu's* levels vary nicely from town streets to forests to this temple setting. The baddies change costume and weapons too.



▲ The two exclamation marks mean you've been spotted. No, really? Are you sure?

► Ninja bloke is strong and carries a sword. Ninja bird is faster but weaker and does battle with two daggers.



## NINJA CHECKLIST...

Any self respecting ninja game should have the following things. See how *Tenchu* compares to Core's *Ninja* for the staple elements of the dark fighting arts....

	TENCHU	NINJA
Shurikens	✓	✓
Stealth	✓	✗
Blood	✓	✗
Exploration	✓	✗
Japanese Feel	✓	✗
Dodgy Graphics	✓	✓
Purple Shellsuits	✗	✓

66 FIGHTS  
SEE SOME  
AUDACIOUS  
SWORD  
SLASHING,  
WITH THE RED  
STUFF FLOWING  
LIKE A  
SHAKEN UP  
CAN OF  
VIMTO... 99

## JUDGEMENT PRESENTATION

Atmospheric front end and cut-scenes. But in game it's glitchy and the camera's all over the shop.

## GAMEPLAY

Wears its ninja suit with pride. Engrossing missions and plenty of blood with helpings of stealth.

## LIFESPAN

Ten difficult missions and your ninja prowess is rated, making for some replay potential.

## THE BEST BIT

The serious ninja setting. You can't make a game featuring samurais without lost limbs and blood.

## THE WORST BIT

The graphics. Pop-up scenery, glitchy environments and a camera with a deranged mind of its own.

It's got some camera problems but *Tenchu's* violent and stealthy approach makes for a tense, authentic experience.

79%

If you like this try *Bushido Blade* for a beat-em-up samurai sim. Enjoy sneaking about? Have you heard of a game called *Metal Gear Solid*?





RPGs, you either love 'em or you hate 'em. We did try to like Konami's latest effort...



# AZURE DREAMS

## 1 FIGHT...FOR YOUR RIGHT... TO RPGEET!

We've never seen anything like the fighting in *Azure Dreams*. For starters, you're doing it all the time, and secondly, it's, er... crap. Hit O, wait for your turn to hit them, and then wait even longer to get hit yourself. Almost exactly the same as the fight I got into the other week then...



△ That fight sequence in full – and apart from choosing a weapon and where your friend is going to stand, that's about as interesting as it gets.

**What do you do when a game looks so terrible, you're embarrassed to be seen playing, holding or within a five mile radius of it? It's even worse when you realise this ugly dog of a game has enough to keep the average RPG-er playing for months. Visually, *Azure Dreams* is a pig. I heard everyone breathe a sigh of relief when it was handed to me to review then laugh out loud as I got hooked.**

## GAMEPLAY

It's not just the way it looked that boded ill, though. It's also the way it sounded (we're talking about music which your local Chinese take-away wouldn't dare pipe through their sound system). Then there's the plot... You're a 15-year-old who lives in the shadow of a tower full of nasty beasts. Your task is to go into the tower and become sufficiently laden with cash and allies to be able to help your home town, Monsbaia, develop into a prosperous city. Then you need to defeat the evil folk in the tower and... well, you get the idea. It's massive and that's the most important thing.

Believe it or not, exploring the tower, going back to the town, storing things and righting wrongs along the way, is fun. You have to use a certain amount of forward planning – for example, banking your cash outside means when you collapse in the tower you won't re-start penniless.

But before you think we're descending into educational game hell, stop. It could never be so, mainly thanks to the utterly dreadful conversation in *Azure*

▼ See what we mean about ugly dog? Too often the fights are a mess of nasty blobs.



## 2 THE ONLY WAY IS UP...

Lift musik is one of the world's worst inventions – and it's here too. The basic idea of *Azure Dreams* is to conquer each level in a tower, and find the elevator to take you up to the next one. And yes, there's musik by the sack-load!



*Dreams* and the fact that the tower's layout changes every time you go in it. Spooky!

## CREATURES

Which finally brings us to what's in the tower. The answer's plenty of worm-like green blobs, that's what. We'd like to tell you they're vicious enemies for you to scrap with in 'realtime'. The thing is, they aren't. You just line up opposite the beast and hit O. Repeat that every time it's your turn. Not exactly *Tekken 3* is it? Come to that it's not even up to *Final Fantasy 7*.



▲ There's plenty of exploring to do. To start with you can't wait to get out of Monsbaia, but it gets fun as you progress.



If you don't have total love for these kind of games you'll think *Azure Dreams* is the biggest pile of nonsense since Hollyoaks. But RPG fans will be able to look past the dreadful graphics and find a pretty innovative game.



▲ Everytime you take to the Tower you'll find its layout has changed... weird, eh? Make sure you've banked your cash, too!



## JUDGEMENT

### PRESENTATION

The looks ruin what interest anybody but the most committed might have had in *Azure Dreams*.

### GAMEPLAY

If you can get past the looks then there's fun to be had saving cash and beating beasts.

### LIFESPAN

It's an RPG. Did you think it was going to be small? Satisfyingly huge, just as you'd expect.

### THE BEST BIT

As it takes ages for anything to happen, finally getting into a fight is a good moment...



### THE WORST BIT

Realising how bad the fighting system is. Why can't you just go in there and batter him till he dies?



Better graphics could've made *Azure Dreams* a winner. Ignore the and there's a good game [for the Mega Drive] lurking in here.

# 68%

If you like this, then you should try a game called *Final Fantasy 7*. It's very popular but we can't see it catching on...





Ninjas, cunning masters of stealth and surprise or just a sort of Japanese Rambo in pyjamas?

Read on and make up your own mind...



▲ Getting jumped by three oriental thugs at once starts to become a real pain.

## 1 THAT'S MAGIC?

The potions and scrolls that could give *Ninja* some much needed depth end up doing nothing more than providing you with a special attack. The more scrolls you collect the more powerful this attack becomes. It's that basic.



# NINJA

If *Ninja* was a mermaid it would have a fat fishy head and shapely super-model pins. This is a back-to-front game that's 3D where it doesn't matter and 2D where it counts. Locked into an arcade format, it struggles to attain RPG-dom but can't bring itself to don the required pointy-hat and satanic bath-robe to really take it into the genre (see box 1).

## FEATURES

Gameplay-wise, it's very simple. Your ninja character can rotate on the spot and then move or attack in one of eight basic directions. There are potions, there are coins, there are keys that open gates – in other words nothing very unexpected. But what *Ninja* lacks in surprises it attempts to make up for in size. We're talking large levels, large numbers of enemies and a large

amount of time spent kicking, punching or stabbing the bejesus out of things that should, by rights, already be 6ft under. Smack a skeleton and both his sword-wielding torso and bony legs continue to have a pop. Knock a swamp zombie down once and up he gets for more of the same. If the controls were better this repetitive scrapping could be fun, but without an analogue option and with poor recovery time you're always going to get stabbed in the back. You spend most of the time running away from enemies just to turn and face them two at a time.

## PROBLEMS

Early on you get the feeling that whoever playtested this game either had the patience of a saint or the conscience of Lucifer himself. Never mind the giant crabs, just traversing level one's

submerged walkway or the moving blocks found in later stages is enough to make you fall on your stubby sword. While in the arcade sections, the imprecise controls are forgivable, if annoying. In the platform bits they all too often prove fatal (see box 2).

What's so disappointing is that you can see the potential. If there was some emphasis on stealth, if there were more puzzley bits (like throwing daggers at tombstones to remove a barricade) to figure out and alleviate the monotonous combat, if there was some tactical selecting of spells and items... But all these 'what ifs' won't turn *Ninja* into the 'Tomb Raider starring Bruce Lee' we were secretly hoping for. *Ninja* is what it is, a rather basic and at times very frustrating arcade game.

## 2 OUT OF CONTROL!

Giant crabs? Zombie ninjas? Demon samurai? Pah! These hazards are nothing compared to *Ninja*'s bobbins sense of direction. Because of the perspective you're forced to walk or jump diagonally, which spells drownings and falls.



▲ Splash in a straight line? Why, of course. But it'll have to be a diagonal one.  
◀ Nasty gap there, eh? And it's on a bit of an angle. Ni-i-i-cc.

## JUDGEMENT PRESENTATION

Despite the detail, the polygons and effects, the levels look old and, in parts, rough and unpolished.

## GAMEPLAY

Predictable and repetitive *Ninja*'s odd views and dodgy controls turn fighting into a martial farce.

## LIFESPAN

Loads of angry Oriental types and 13 huge levels make for hours of play. Just staple your eyelids open.

## THE BEST BIT

The Oriental theme is refreshing after so many futuristic offerings. Shame it can't exploit it properly.



## THE WORST BIT

Getting stabbed in the back every five minutes because you're fighting eight enemies at once.



*Ninja* is stuck in an arcade time-warped with no escape. Nobody would pay 50p to play this so you'd be a nonce to hand-over £40.

**55%**

If you like this you can't go wrong with *Castlevania: SOTN*. It may be 2D but it spans *Ninja* red raw in the gameplay department.



# computer▶ **music**

The complete guide for Mac and PC

This is the most powerful  
**musical instrument**  
in the world...



Find out why in this brand new magazine





in the Sixties, people thought the future would be all peace, love and spangly colours. By the look of this, Sony still do...



▲ Believe it or not, this is the best option. It lets you play your own fave audio CD.

## SHAGADELIC!

The five icons shown below are links to the five elements of *Baby Universe*. From left to right: the 'Psychedelic Scope' is like a traditional 2D kaleidoscope. 'Console' controls colours and patterns. 'Jewel Case' lets you choose the shapes used. 'Sound Scope' plays CDs and 'Electro Scope' is a 3D kaleidoscope.

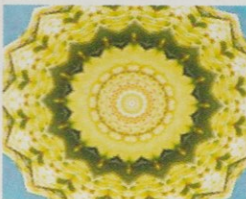


◀ Feeling nauseous yet? No? Then you obviously haven't been playing *Baby Universe* long enough. After a while, this kind of hippy-trippy imagery really messes with your head. Like, cool.

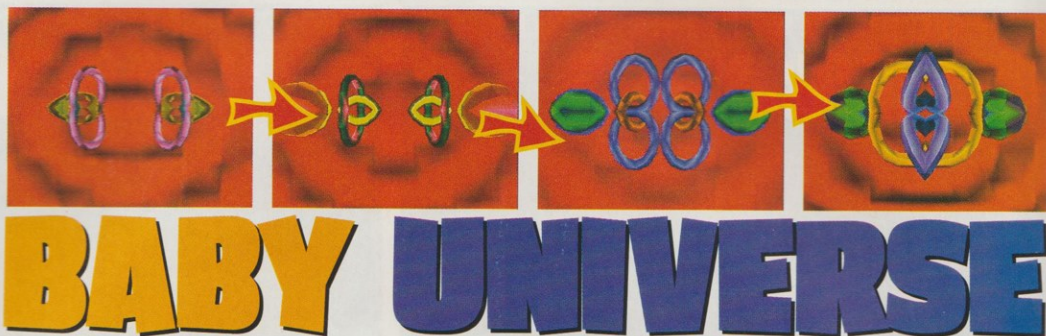


▲ Giant jellyfish? Horny fist of Satan? Nope, it's just something we knocked up.

▼ Classic kaleidoscope action is included along with all the electronic stuff. Exactly why is a mystery to all of us.



▲ Okay, so this was the best that we could manage. It would do for some rubbish techno-dance video thang, but it's not really worth £30 of anyone's money.



**Sony seem very keen on promoting interactive CDs**  
Just at the moment, what with releases like *Spice World* and *Fluid*, *Baby Universe* is another non-game product designed to dazzle, delight and bemuse those who always thought they bought their PlayStation to indulge in killing things, jumping onto things or running things over.

## GRAPHICS

"Yes, but you've got to admit it's a bit different," is probably how they intend to answer any harsh criticism, and *Baby Universe* is about as different from standard PSX software as you can get.

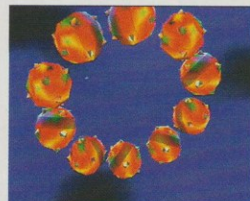
Insert the CD, press the On switch and you're assaulted by a twirling kaleidoscope of shapes – think Top of the Pops circa 1984. Press your standard buttons and the shapes will change from spheres to cubes and back again.

Fiddle with the top buttons or D-pad and they'll begin to spin in different directions or the background will change colour. As Austin Powers would say, "So far, so ger-roovy, Baby."

## OPTIONS

Searching for some deeper purpose, you'll eventually poke Start and bring up the five icon menus, but things don't get much clearer. You can pick which objects whizz around, the frame rate they whizz around at, turn everything more trippy or save your creations to memory card.

The 'Sound Scope' is the most interesting of these diversions as it lets you insert a CD of your choice and then watch the wave-like display go totally mental to your fave tune. It's certainly pretty hypnotic and

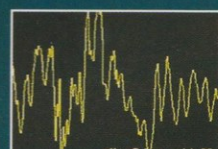
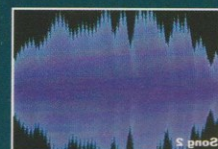
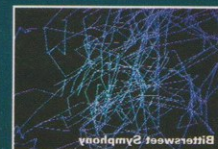


you'll spend several minutes trying to work out whether that big squiggly line really is The Verve's string section going into overdrive or just Richard Ashcroft blowing off in a quiet corner of the studio.

Then you come across *Baby Universe*'s fundamental flaw. There's nothing even resembling a game in here, and your interaction with the geometric light show on offer is severely limited. You can't mix or splice together segments of animation, nor is there any way of gaining new material or any incentive to continue after the novelty has worn off. All this reduces *Baby Universe* to a lava lamp for your PSX.

## 2 COMMON GROOVES

The Sound Scope is the best part of *Baby Universe*. Unfortunately, it's rather basic. Simply pop a CD in, select a track and watch as wave forms representing the sound of said choon writhe about. We've used music from the latest albums by The Verve, Blur and Catatonia. Just for a laugh, see if you can guess which tracks:



◀ Conkers will never seem the same again after you've created this striking composition. We call it 'spiked balls', or just 'balls' for short. Get the picture?

## JUDGEMENT

### PRESENTATION

It's got an organic, enigmatic sort of charm but the graphics are basic and the psychedelia gets tiresome.

### GAMEPLAY

It's not actually a game so it hasn't really got any, just a bit of button-twiddling instead.

### LIFESPAN

Impress a hippy chick with your flashing display. Great until you both harp or fall into a trance.

### THE BEST BIT

Your first five minutes trying to work out what in blue blazes is going on: WHAT-a-o-scope?



### THE WORST BIT

That the 3D kaleidoscope doesn't interact with your music CDs. Oh, and the whole thing's pointless.



If you want gimmicky and useless then a tamagotchi's cheaper. This should be a freebie on a demo disc, not eating up precious shelf space.

# 15%

If you like this there are plenty of other games that are a bit different. Try *Fluid*, it's much more fun, creative and gives you more to do.



FORMAT REVIEWED: PC • PRICE: £39.99 • OUT: NOW

## RAINBOW 6

Life in the SAS is tough, but you can still get all the glory without the worm eating and the life expectancy of a fly in the Vapona factory.

In *Rainbow Six* you get to lead a crack group of special forces disposing of international terrorists and carrying out dangerous missions all over the world.

After your initial training you get to plan out and lead the raids yourself, using a combination of menus and first person perspective action. It sounds complex and for the first few hours it is, until you get used to the control system. Then you really start to crack some terrorist heads.

The 3D engine is hardly the most advanced we've seen, but combined with the strategic elements and the tense atmosphere created by knowing that if you're seen, you could well be



▲ If you thought the SAS were tough, try this.

dead, and *Rainbow Six* starts to come into its own. A deep game, but a rewarding one at the same time.

Initially intimidating, *Rainbow Six* soon turns into a rewarding thriller of a game. A great action-packed strategy game.

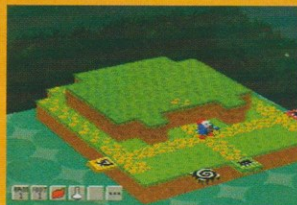
JUDGEMENT

80%



FORMAT REVIEWED: PLAYSTATION • PRICE: £39.99 • OUT: NOW

## PET IN TV



▲ *Pet in TV*. Interesting idea when it was first announced but hardly pulse-racing excitement.

spent your money on something that was likely to provide you with a bit more... well, entertainment. Supposedly training a little creature to carry out mundane tasks in a even more mundane world, is hardly our idea of fun.

*Pet in TV* may be different, but it isn't actually that good. The excitement would never raise above flatline on a heart monitor. You've been warned.

We suppose with a pet in your PlayStation you'd never have to worry about taking it to the vets and bumping into Rolf Harris doing one of his 'I really do care' style TV shows...

On the other hand though, you'd have to put up with the constant nagging thought that you could have



JUDGEMENT

40%

Sony again try to prove that the PlayStation is not just for action games. On the evidence of this, why did they bother?

FORMAT REVIEWED: PLAYSTATION • PRICE: £39.99 • OUT: NOW

## FUTURE COP: LAPD



▲ Your *Future Cop* makes Robocop look like a wuss.

▲ Little humans bleed profusely when they meet your guns.

▲ Impressive explosions and lots of 'em. That's what we like to see.

In the future, you can forget the 'copper on the beat' style of policing. Instead of blokes with big feet in funny shaped hats, we'll have death dealing machines trashing the villains.

That's what EA think anyway. In this practically intensive blast-blast you're going to be driving or walking around the city, using heavy duty weapons against heavily armed thugs in a city-based version of the *Strike* games.

There are two-player co-op and versus games included as well (just in case you get bored of the one-player game - which you should). *Future Cop* lacks the excitement of the *Strike* games and there's none of the 'exploring-to-find-resources' stuff to

break up the action a little. It's a fun shooter but ultimately lacks the polish we expect from blast-em-ups these days. Wait until it hits a budget label before you buy it.

Doesn't quite measure up to the *Strike* games due to a lack of challenge. Although it's initially fun the novelty wears off quickly.

JUDGEMENT

72%

FORMAT REVIEWED: PLAYSTATION • PRICE: £39.99 • OUT: NOW

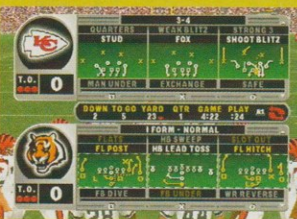
## MADDEN NFL '99

After many years of updates and sequels, you should pretty much know what to expect by now from the *Madden* Yank-ball series...

The 1999 version of *Madden* brings you updated stats and players, more plays than before and improved graphics. Not enough to make it significantly different than the previous games, but just enough to make it worth getting hold of, if you're a fan of American football. It's great, but do think twice if you already own the last one.

► Number 21 prepares for the ritual debagging of his opponent.

Top American football action. After all these years, you know EA must have got it right by now - and they have, bless 'em.



JUDGEMENT

83%

## PREVIOUSLY IN



GamesMaster

Still trying to make up your mind what game you should buy next? If the goods on offer in this issue don't grab you, then how about looking back to some of the great games we've reviewed over the last few months. To get your hands on these issues see page 117...



TEKKEN 3	PSX	88%
ISS '98	N64	88%
ISS PRO '98	PSX	85%
X-MEN VS STREET FIGHTER	PSX	72%
C&C RETALIATION	PSX	82%
WILD 9	PSX	82%
DRIVE WARSZONE	N64	85%
SHINING FORCE 3	SAT	70%
URBAN ASSAULT	PC	85%
JIMMY WHITE'S 2: CUEBALL	PC	86%
CHOPPER ATTACK	N64	88%

WILD ARMS	PSX	80%
SUPER MATCH SOCCER	PSX	37%
ROCK & ROLL RACING 2	PSX	40%
AVYTON SENNA KART DUEL 2	PSX	39%
JAMES BOND 007	N64	85%
CRUISE 'N THE WORLD	N64	49%
YOU DON'T KNOW JACK	PC	84%
ALARI COLLECTION 2	PSX	38%
N-RALLY CHAMPIONSHIP	N64	73%



FORMAT REVIEWED: PSX • PRICE: £39.99 • OUT: NOW

# BIO FREAKS 2

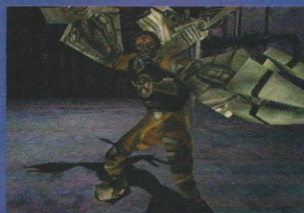
With *Tekken 3* taking names and kicking sales records into touch, now is probably not the best time to try and launch a new 3D beat-em-up.

This hasn't stopped GTI releasing *Bio Freaks* on both PlayStation and N64 though. It's a so-so beat-em-up that goes overboard on the gore to try



and attract the *Mortal Kombat* audience. The characters are sufficiently tough looking, although the moves don't really do them any justice.

It's fun and comes across as more of a beginner's beat-em-up than a master thumper, but with *Tekken 3* being slightly more hardcore, maybe *Bio Freaks* can find a niche audience, probably with bloodthirsty beat-em-up novices. It's fun, but it ain't *Tekken 3* - 'nuff said.



JUDGEMENT

*Tekken 2* is on Platinum and *Tekken 3* is out. Is there really any room for something as barely above average as this? No... and no excuse either!

70%

FORMAT REVIEWED: PC • PRICE: £29.99 • OUT: NOW

# COLIN MCRAE RALLY

The number one PlayStation rally racer finally arrives on the PC - and what a conversion it is too.

The only other rally game of note on the PC is *Screamer Rally*, which concentrated on flash graphics and brutally forceful speed more than accurate rally



driving. *Colin McRae* goes for realism, plain and simple. The graphics are just as impressive if you have a 3D card but this feels much better to drive as you go through hairpin bends and awful weather conditions as you race towards the title. *Colin McRae* is way out in front of the competition on the PC and is definitely the racing game of the moment. For a full review of the PSX version see issue 71

JUDGEMENT

The closest you'll get to the real thing without standing next to the track and running the risk of getting run over. The best rally game.

84%

FORMAT REVIEWED: PLAYSTATION • PRICE: £34.99 • OUT: NOW

# R-TYPES



▲ Power-ups give you missiles, extra guns and a drone to send out to take most of the damage.

After endless retro compilations featuring one good game and a bunch of arse, we finally get a retro compilation with nothing but goodies on.

*R-Type* is still one of the greatest shoot-em-ups ever to have graced an arcade or home videogame system, so to see the original and the sequel on one disc is pure shoot-em-up heaven. You know the deal: two types of gun, numerous power-ups and add-ons, as well as millions of aliens to shoot.

Every shoot-em-up over the last few years owes *R-Type* a debt, as it kick-started the genre again after the *Space Invaders* clone years. The graphics look dated and it's hard to see why there's any loading time (you could easily fit both games into the PlayStation's memory) but that aside, it's a big welcome back to two classic blasters on one CD.

JUDGEMENT

▲ Average graphics but *R-Types* features plenty of raw gameplay.

This is how retro should be. Classic games given a new lease of life. Now everyone can see how great shooters should be. Top.

82%

FORMAT REVIEWED: PLAYSTATION • PRICE: £39.99 • OUT: NOW

# ACTUA TENNIS



▲ So if this is true to life, all the British women players will be rubbish then?

*Super Smash Tennis* - many say it's never been beaten. It was dead easy to play, it wasn't super realistic and best of all, it was great fun - especially in multi-player mode.

This latest offering from Gremlin joins the list of failed contenders. It's not the fastest of tennis games and

although it doesn't excel in the realism stakes, it doesn't manage to capture that comic feel of *Smash Tennis* - and it badly needs to be one or the other. You'll be able to pick up Namco's smash hit tennis game cheap by now, which kind of negates the need for *Actua Tennis*. Never mind, eh?

JUDGEMENT

Not as realistic as *Sampras* and certainly not as fun and comic as *Smash*. *Actua* is caught in no man's land and suffers as a consequence.

60%



MORTAL KOMBAT 4	PSX	78%
DEEP FEAR	SAT	70%
WZD	PSX	78%
MISSION: IMPOSSIBLE	N64	68%
FLUID	PSX	70%
ALL STAR BASEBALL '99	N64	88%
TOMBI	PSX	69%
CONFLICT: FREESPACE	PC	84%
XENOCRACY	PSX	44%
DIR DOMINO	PSX	72%

DIRTY DOGS	PSX	78%
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# CHARTS



IT'S BIG, IT'S YELLOW, IT'S THE ONLY TOP 10 THAT COUNTS!

## THE UK TOP 10

NUMBER 1

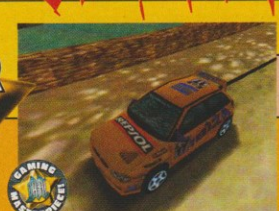


### TOCA Touring Car

FORMAT PRICE: £19.99 GM VERDICT **90%**  
FROM: CODEMASTERS

The new Platinum version, complete with Dual Shock support and new cars, has seen this blast back to the top of the charts (it was down in 26th spot last month). Even if you're not into the Touring Car races on TV, the solid racing gameplay in *TOCA* will still appeal to your gaming senses – not to mention your pocket, as it's only £19.99. For that price, it's the best value racer you can get hold of (until *Gran Turismo* goes Platinum).

NUMBER 2



### Colin McRae Rally

FORMAT PRICE: £39.99 GM VERDICT **90%**  
FROM: CODEMASTERS

It took the combined might of the Platinum PSX and the PC version of *TOCA* to knock the awesome *Colin McRae Rally* off the top spot. It's still the best rallying game on the PlayStation, so don't be tempted by the low price *Tommi Makinen Rally* – it's cack. *McRae* will be hanging around in the charts for months to come. Superb graphics, top speed gameplay and plenty of action – what more do you want?

3



### WWF Warzone

FORMAT PRICE: £29.99 GM VERDICT **85%**  
FROM: ACCLAIM

The best wrestling game yet and you can design your own bloke.

5



### Gran Turismo

FORMAT PRICE: £59.99 GM VERDICT **96%**  
FROM: SONY

Look, we liked it. A lot. Do we need to say any more than that?

7



### World Cup '98

FORMAT PRICE: £39.99 GM VERDICT **86%**  
FROM: EA

Euro 2000 is around the corner but we can still live on past glory.

9

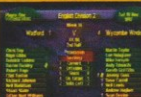


### Tomb Raider 2

FORMAT PRICE: £29.99 GM VERDICT **92%**  
FROM: EIDOS

The second game was bigger and better, let's hope the third is too.

4



### Premier Manager '98

FORMAT PRICE: £29.99 GM VERDICT **80%**  
FROM: GEMINI

The only option it doesn't feature is the use of a faith healer.

6



### Banjo-Kazooie

FORMAT PRICE: £49.99 GM VERDICT **92%**  
FROM: NINTENDO

The only game that comes close to *Mario 64* returns to the charts.

8



### ISS Pro '98

FORMAT PRICE: £39.99 GM VERDICT **83%**  
FROM: KONAMI

FIFA has been soundly beaten – and this is the game that did it.

10



### Tomb Raider

FORMAT PRICE: £29.99 GM VERDICT **85%**  
FROM: EIDOS

It looks like all three Lara games will still be in the charts next year.

## Japan TOP 10

NUMBER 1



### Pocket Monst Stadium

FORMAT IMP PRICE: £90 GM VERDICT **90%**  
FROM: NINTENDO

Some argue that the 'Monsters in your pocket' have saved Nintendo in Japan, and they're on their way to Blighty next year...

NUMBER 2



### Biohazard 2 D/S

FORMAT IMP PRICE: £50 GM VERDICT **90%**  
FROM: CAPCOM

The re-issue of *Biohazard 2* (*Res Evil 2* in the UK) complete with Dual Shock compatibility. There are no plans for a launch here.

3 PSX SD Gundam Generation

4 PSX Star Ocean 2nd Story

5 PSX PowerPro 8/ball '98

6 PSX Gun Blade

7 PSX Rival Schools

8 PSX Fruit Machine 3

9 PSX Biohazard D/S

10 PSX XI Sai

## US TOP 10

NUMBER 1



### NCAA Football '99

FORMAT PRICE: £39.99 GM VERDICT **90%**  
FROM: EA

More hut-hut-huttage from the makers of *Madden*. Thrown on some heavy padding, rub coal dust under your eyes and get playing.

NUMBER 2



### WWF Warzone

FORMAT PRICE: £39.99 GM VERDICT **85%**  
FROM: ACCLAIM

Men in tights doing strange and probably illegal things to other men in tights. Real wrestling may be naff but this version is great.

3 N64 Mission: Impossible

4 PSX Gran Turismo

5 N64 Banjo-Kazooie

6 SAT Shining Force 3

7 PSX Batman & Robin

8 N64 Waialae CC Golf

9 PSX NFL Extreme

10 PSX Wargames

## Readers MOST WANTED

NUMBER 1



### Dreamcast

FORMAT: N64 FROM: SEGA

2



### Sonic Adventure

FORMAT: DREAMCAST FROM: SEGA

3



### Metal Gear Solid

FORMAT: PLAYSTATION FROM: KONAMI

4



### Zelda

FORMAT: N64 FROM: NINTENDO

5



### Banjo-Toonie

FORMAT: N64 FROM: NINTENDO

6

Final Fantasy 8

7

Resident Evil 3

8

G-Police 2

9

Force Commander

10

Abe's Exoduss

## HOW TO VOTE

Send us your three gaming desires on a postcard and we'll update GM's Most Wanted each issue... Most Wanted, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW

## OBSCURE FACTS

The game that has been in the charts the longest? Go on, guess? *Tomb Raider*? *Res Evil*? Nope. Believe it or not it's *Worms* on the PlayStation which has been on the charts for a whopping 124 weeks. It's at number 21 this month.



# OUT NOW!

DON'T SHED YOUR  
WAD TILL YOU'VE  
HAD A GANDER  
AT OUR GUIDE TO  
THE BEST OF  
RECENT  
RELEASES.

Nina Williams? Pah,  
the hussy! Turn  
the page for a real  
beat-em-up!

## Freaky fighters...

Tekken 3 is packed to the rafters of its dojo with some of the coolest fighters to grace the fighting arena of any beat-em-up. These are our four favourite ruck-roosters



**22  
CHARACTERS!**

◀ Tiger, Ogre, Panda and Mokujin, fighters new and old, ready to ruck in T3.

## Tekken 3

FORMAT



PRICE: £39.99  
FROM: NAMCO

GM VERDICT

**95%**



You'll feel every blow, wince with every throw and reel in agony whenever Nina gets her skinny pins near your un-protected plums.

Tekken 3 is the closest to perfection that virtual rucking has ever come. Never have so many



▲ New Tekken '40 winks' mode is one of the game's down sides.



▲ We reckon that this is the best off-road racer available for the PSX right now.



## How it works

In Arcade, Practice, Team Attack and Vs modes, you have one task... to kick the living giblets out of your opponent. Combos, special attacks and countermoves separate the Tekken expert from the button basher.

moves, combos, martial arts and characters squeezed themselves onto one single CD.

Seventies funkster Eddy Gordo and his jelly-legged Capoeira fighting style, head the band of new fighters. But T3 has more than simple ruck and roll.

Tekken Ball mode sees volleyball and scrapping make awkward bedfellows. If you want a bit of Streets of Rage-style action

then Tekken Force mode is waiting to provide scrolling screen aggro.

This is an absolute 'must have'... do what ever you need to, just make sure you've played this!

## Modus Operandi!

Tekken 3 has two new modes that could well be games in themselves...



▲ In Tekken Force mode you have to deal with Heihachi's henchmen.



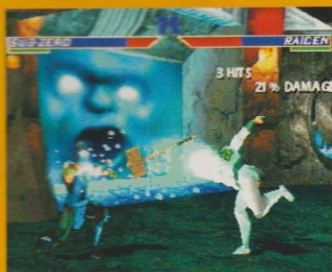
▲ Volleyball gets aggressive in Tekken Ball mode.



OUT NOW!

How it works

This box is only for the very hard of thinking... You hit your opponent, they hit you and the first one to lose consciousness or a major organ is the loser. MK has always been a back, back, forward fighter



▲ It's made an attempt at 3D but doesn't pull it off as convincingly as other beat-em-ups.



# Mortal Kombat 4

FORMAT



PRICE: £49.99

FROM: GT INTERACTIVE

GM VERDICT

79%

**Overshadowed by Tekken 3 and not even a match for Tekken 2... Mortal Kombat 4 has one major factor in its favour.**

This old timer, with intentions of grievous bodily harm, has just been released on three systems.

So while PlayStation owners, who haven't been introduced to the delights of the Mortal Kombat series, might not bat an

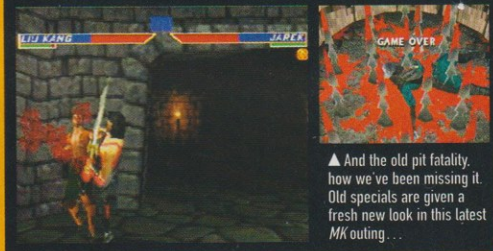
eyelid, everyone else should sit up and take note.

First off, MK has made its first tentative steps into the 3D arena. There's also its signature gore, blood gushing into every corner. It's violent, whacky and gore'd to the max. It's the best MK to date and certainly a worthwhile buy for N64, PC gamers and die-hard Kombaters.



## Bloody Nora!

Whoever Nora maybe, if she was stupid enough to enter a Mortal Kombat arena she'd certainly be covered head to toe in haemoglobin. While Tekken's fighters might limp off stage with a sore ankle, MK's leave disembowelled, gutted and beyond medical assistance.



▲ And the old pit fatality, how we've been missing it. Old specials are given a fresh new look in this latest MK outing...

## TASTE MY FATALITY!

Check these out for some neat ways to finish off other fighters...



▲ Bend their legs out of all recognition... Kerack!



▲ Green vomitting is messy and not very practical but...

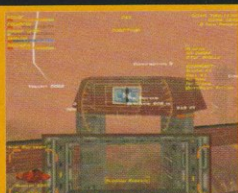


◀ You can always rely on the old 'sword-through-third-and-fourth-rib' routine as Raiden shows us.

OUT NOW!

SOME PLAYING TIPS...

- Watch out for dogfights... you know that there's going to be scrap metal left somewhere and that means profit.
- Keep your eye on the monorails... they don't carry live cargo, but there's at least one part of the planet that only they can get to.
- Get yourself a hangar very early on in the game so you can carry out repairs in safety.
- Stay tuned in to Hardwarp FM for all the latest news.



◀ This is the Silver Y Moth... you don't want to be flying these for long.



# Hardwar

FORMAT



PRICE: £39.99

FROM: GREMLIN

GM VERDICT

92%

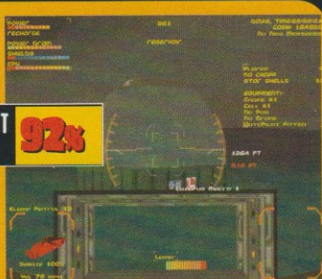
**You're a trader cum scavenger trying to eek out an existence on Saturn's moon colony of Titan.**

It's not just a case of buying and dealing in scrap metal and bodyparts... there's plenty of combat to get your teeth into. Pirates operate right across Titan and when you're carrying cargo you run the risk of attack. When that happens, it's down to your piloting and combat skills to save you.

There's nothing to stop you from taking up the life of a pirate or even bounty hunter to

spice your life up.

The game doesn't stop there, two companies are vying for control of Titan. You're kept up to date via e-mails from Hardwarp FM.



▲ Here things are dark and you're going to have to fly around using infra-red controls.

## What's yer role in life?

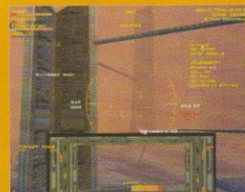
**Trader and scavenger...** Head to Riverside to buy engine parts and sell them Downtown for a profit. Don't ignore scrap metal you find, profit's all that counts.

**Pirate...** You could follow Iris Bloodbeard's example and become a pirate, stealing from honourable traders.

**Bounty Hunter...** Check the police's wanted list and try to catch your man. You won't have any cargo carrying facilities but you will be well armed.



▲ This is your navigation computer, you'll have to use it to get around.



▲ You're going to have to hunt around for goods to buy and sell.

## How it works

Hardwar initially seems to follow the traditional trade and combat mode of play, similar to Elite on the BBC Micro. It's only when you begin to get sucked into the conflict between the Lazarus and Klamp-G corporations that you understand how many levels this game can be played on.



## FOOTY MAGIC!

To deal with free kicks and set pieces, *ISS '98* offers three views of the goal and an arrow to help you place your kick just right. If you want to add a little magic then simply use the Z-trigger to give the ball aftertouch.



## iSS '98

FORMAT

PRICE: £59.99  
FROM: KONAMI

GM VERDICT

95x

*ISS '98* demands more from you as a player than any other game in this footy sim series.

You need to be able to do more than knock a ball about with Sunday league skills. You need the kind of ball handling that only comes out of Brazil's ghettos to get to grips with the latest ISS.

Sixteen tactical options are a new feature, giving added depth and a managerial angle. You can start the game operating an Offensive style of play then switch to a Counter Attack strategy with



a squeeze of the Z-trigger and a dab of any top button.

It may not have the glitzy good looks of many World Cup inspired footy sims, but with loads more frames per second each player moves superbly fluidly.

It's the depth of this game that impressed us – injuries have a significant effect on strategies and you'll have to wrestle with the most minute details to play to your potential. Its best kick-about available for the N64.

## How it works

Try to place the white, inflated sphere in the back of the netted area known by enthusiasts as a goal. In doing this none of your players can handle the ball with their hands or arms, but must use... Oh, ferchrissakes... it's footy!



▲ It's good to see certain foreign teams have been programmed to dive theatrically... boo!

► The through-ball can always be relied upon to deliver a goal, as long as you keep your head.

▲ Go for the passing game as the most rewarding way to play *ISS '98*. It's a very satisfying way to win.

## Making a move...

You're going to have to take our word for it... pictures simply can't explain how oily-slick the animation in *ISS '98* is. Take a look at these shots of the game and let your imagination run wild...



▲ A good set position from the corner kick... will it find the mark?



▲ A neat diving toe punt finds the goal and the crowd goes wild...



▲ ...Celebrate in style. You've still got plenty of time left of play.

## IT'S GOOD TO BE IN CONTROL...

Strategies can be assigned to the shoulder buttons and swapped mid-match – chose from a number of formations and check your team out for injured players.



► It's worth using a shot like this to admire the work of the virtual ground keeper. Very green, very flat and lots of straight lines... Round of applause!

18 FORMATIONS!



## iSS Pro '98

FORMAT

PRICE: £44.99  
FROM: KONAMI

GM VERDICT

93x



While the N64 has been paddling ankle deep in footy sims, the PlayStation's drowning in them.



*ISS Pro '98* keeps its head well above water by delivering an instantly playable game that doesn't require you to wade through acres of intro guff.

It's this focus on the game rather than the dressing that helps *ISS Pro '98* to nudge its way ahead of nearest rival, *World Cup '98*.

Team play and a solid passing game is all important. If you're an *ISS* old-timer then you're going to feel at home.

There's a reassuring level of realism, which no other game quite equals. But that doesn't extend to players' names. *ISS Pro '98* dumps you in a parallel universe where Shearer's a butcher, while Shearer's the nations hero.

## Making a move...

CPU players are all bright enough to be lured to different parts of the pitch. Stand still, draw players towards you to make space and deliver that perfect through-ball.



▲ Lure the opposition to one side of the pitch and create a bit of space...



▲ ...then find your star striker, in the box and badly marked. Shoooooot!


## How it works

Play a game of two halves, making sure you give 110%. Then at the end of the day, football's the winner and you're over the moon. Otherwise you're going to be sick as a parrot. It's the beautiful game known as football...






## Mission: impossible

FORMAT:  PRICE: £39.99 FROM: INFOGAMES **69%** VERDICT

It doesn't come close to GoldenEye but might provide a few spy-style laughs while you wait for something better to turn up. There are enough undercover elements in here to make the perfect espionage game. It's spoiled by poor AI, bad character movement and dreadful camera views.




## N2O

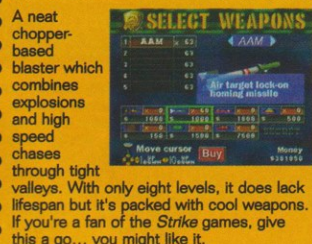
FORMAT:  PRICE: £39.99 FROM: GREMLIN **78%** VERDICT



You're a high-speed pest control expert, hurtling down a tunnel, blasting bugs to Hull and back. It's basically *Tempest* with some crazy and far out graphics that'll leave you reaching for your dad's Beatles collection. It's a highly addictive bit of videogame action.

## Chopper Attack

FORMAT:  PRICE: £49.99 FROM: GT **68%** VERDICT



A neat chopper-based blaster which combines explosions and high speed chases through tight valleys. With only eight levels, it does lack lifespan but it's packed with cool weapons. If you're a fan of the *Strike* games, give this a go... you might like it.

## C&C Retaliation

FORMAT:  PRICE: £44.99 FROM: VIRGIN **92%** VERDICT



If mind-melting strategy games are your thing, then you'll be no stranger to the *C&C* universe. This is more of an update than a sequel and it combines mineral extraction with the horrors of warfare. So you're going to have to mine the resources needed before you get your troops into position. This time, units have improved AI which allows for a certain amount of autonomy... give them an order and they'll work out exactly how to achieve it. You simply decide how best to deploy your units. The link-up feature allows you to plug two PlayStations together to play a two-player game with just one copy of *C&C Retaliation*. It's got plenty for *C&C* old-timers, but the learning curve might be a bit tough for those new to strategy games.

## Wild 9

FORMAT:  PRICE: £39.99 FROM: INTERPLAY **82%** VERDICT

While the the likes of Nintendo are bombarding us with cutesy platforming games featuring ickie animals and fruit collecting, it's nice to see *Wild 9*'s dark goulash of violence and torture.

Armed with the Rig (a weapon that fires a beam of energy) you play the part of Wex, the leader of the Wild 9. There are some deliciously tasteless ways of disposing of your enemies. Neon signs'll frazzle them like flies, mincing machines will... mince them or, if you're feeling a little traditional, try some old-fashioned drowning. It's a well paced action platformer with some star moments.



▼ You've got to have a snow level somewhere... now would be a good time to warm the Rig up!



◀ A huge blast means one thing in *Wild 9*... someone has just been fried to a cinder.

**DUAL SHOCK FRIENDLY!**

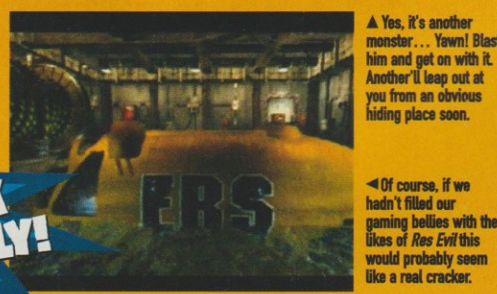
## Deep Fear

FORMAT:  PRICE: £29.99 FROM: SEGA **70%** VERDICT

So, this is *Resident Evil* set in the bowels of a vast sub-aqua research base, right? Well, that's certainly what it wants to be, but unfortunately it misses the mark by a long shot. It's one of the last games that we're going to see released for the Saturn and a bit of a disappointment for devotees of Sega's machine.

What *Deep Fear* really lacks is any sense of *Res Evil*'s cinematic tension. It simply hasn't got the B-movie camera angles and jibbering freaks that leap out at you from the most unlikely places. The underwater setting could've been used to build an eery claustrophobic element into the game... but this opportunity has been ignored.

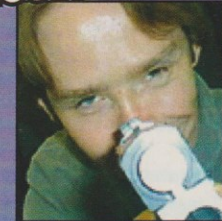
Instead, it delivers a game where every character you meet turns into a mutant and puzzles are solved for you in the cut-scenes that punctuate the game. What a way to go!



▲ Yes, it's another monster... Yawn! Blast him and get on with it. Another'll leap out at you from an obvious hiding place soon.

◀ Of course, if we hadn't filled our gaming bellies with the likes of *Res Evil* this would probably seem like a real cracker.

## THIS MONTH I'VE BEEN MOSELY PLAYIN'...



This is Pete Wilton, a loveable Gloucester mop-top who's spent the last month filling the GamesMaster office with his brand of highbrow videogaming wisdom.

We tracked Pete down to a room in the west wing of GM Towers, resting in his silk smoking jacket, blasting away at *Time Crisis*, with volume 84 of the *Encyclopedia Videogamica* laying open on the table.

"I'm studying the effects of long term exposure to lightgun games," said Pete. "I've been playing this for 48 hours without stopping for food, or sleep." He pulled open his smoking jacket to reveal a number of sensors attached to his chest. "These are to monitor my body's response to intense shoot-em-up action," he explained. "And I've made a few discoveries."

When asked to explain what the results of his tests, he was unwilling to give too much away. "I can tell you one thing," he said, "After prolonged exposure, I'm experiencing a discomfort in the back of my eyes, a dull throbbing in my stomach and a sharp stabbing pain in my bladder... I've scientifically proven that! You can't argue with the facts!"

We pointed out that that could well be tiredness, hunger and the need to take a leak. "I'll be the judge of that," said Pete, racing towards the bathroom.



# GRIP CHIMP

THE PAD-POUNDING PRIMATE'S HERE...

## ASCIIWHEEL 64 N64 STEERING WHEEL

It might look like something your little brother would stick to the back of the driver's seat for mock-driving fun, but don't be fooled. Underneath its kindergarten design is a surprisingly effective wheel.

Its small wheel radius allows much more control of the car and it leaves all the buttons easily accessible. Strangely though, the R-shoulder button sits under your forefinger, while the L-shoulder's miles away on the steering wheel base.

You've got the choice of two driving positions, giving a low 'bus driver' or high 'sticking-out-of-the-dash-board-of-your-rally-car' angle. It does the job as well as its larger rivals but ultimately it's going to be a matter of taste.

**FROM:** ASCII  
**CALL:** 01923 202097  
**PRICE:** £49.99

**SCORE**  
**73%**



### F1 WORLD GRAND PRIX...



### MARIO KART...



### VAROOOM!

When you're playing a Formula One sim the ASCIIwheel's size ups the realism factor. Just like Shuey and co you're climbing behind a mini-wheel.

### PUTT, PUTT!

Unfortunately, unlike other wheels, it doesn't have the F1 style paddles sitting on the steering column to change gears with... bummer!

### SCREEECH! PARP!

Mario Kart's cartoony goodness laps up its Toys 'R' Us appeal. Its pint-sized dimensions wouldn't look out of place on Mario Stadium.

## AND THE REST...

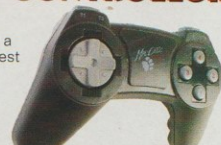
### THE ULTIMATE CONTROLLER

#### PC CONTROLLER

This is a bargain-tastic PSX-style controller for PC owners. OK, so it's a little clunky but it reeks of good, honest value... digital-only console-style control.

**FROM:** MAD CATZ  
**CALL:** 01992 707407  
**PRICE:** £12.99

**SCORE**  
**65%**



### SEGA SATURN CONTROLLER

#### SATURN CONTROLLER

Its buttons are a little flimsy but this is a good pad and you can get your hands on one by sending quality cheques into Secrets Service.

**FROM:** NU.GEN  
**CALL:** 01992 707407  
**PRICE:** £6.99

**SCORE**  
**62%**



### EASY 64

#### N64 CONTROLLER

Chunky, clunky and awkward. There are plenty of better third party pads out there, so don't bother with this one.

**FROM:** ACCESS LINE  
**CALL:** 0181 944 1940  
**PRICE:** £12.99

**SCORE**  
**43%**



## ASSASSIN AUTOMATIC HANDGUN PSX & SAT GUN

Walk into a bank brandishing the Assassin automatic handgun and its matt-black finish and authentic design will have bank tellers diving under their desks.

Take it into the virtual world of Time Crisis or The House of the Dead and it'll arouse a similar level of virtual fear. That's right, a PlayStation OR a Saturn game, like the Pump Action Gun reviewed last month, this gun can be used on both systems.

It places all the important controls within easy reach. A trigger and sliding reload feature up the 'duck for cover' factor incredibly. Unlike other lightguns on the market, this is the sort of add-on that can be slipped inside your jacket, Dirty Harry-style... just make sure you don't trip over the leads trailing behind you.

**FROM:** NU.GEN ● **CALL:** 01992 707407  
**PRICE:** £39.99

**SCORE**  
**88%**

### HOUSE OF THE DEAD!



### ZOMBIE ZAPPIN'

Watch those green limb-flanking residents of limbo kick the bucket. You might feel a little safer behind a much meatier weapon!

### TIME CRISIS!



### BLAST! CORR!

The gun's size makes it feel like a real sidearm. Its kickback feature comes into its own when reloading, which can be done automatically.

## G64 N64 CONTROLLER

With games like GoldenEye 007, Banjo-Kazooie and F1 World Grand Prix providing all the eye candy we need, it's amazing that peripheral makers still think we'd really get excited about a see-through controller.

So for those of you who don't want to be distracted by your joypad's hi-tech innards, the G64 also comes in grey and black and it's as good as any other third party pad we've come across. The controls are reassuringly solid and deliver oily-smooth direction.

With slow, auto and turbo buttons, it's got plenty to offer and yes... the clear one is much cooler 'cos you can see the circuit board! With the millennium fast approaching you'd have thought we'd have all grown out of that!

**FROM:** GAMESTER ● **CALL:** 01992 503133  
**PRICE:** GREY & BLACK £17.99 CLEAR £19.99



**SCORE**  
**82%**

### COOL 'N' CLEAR?



### CIRCUIT BORED!

The owner of a clear pad still thinks digital watches are kind of cool... the thing is they are! It looks techno-juicy but is it worth an extra £2?

### GREY 'N' GEEKY?

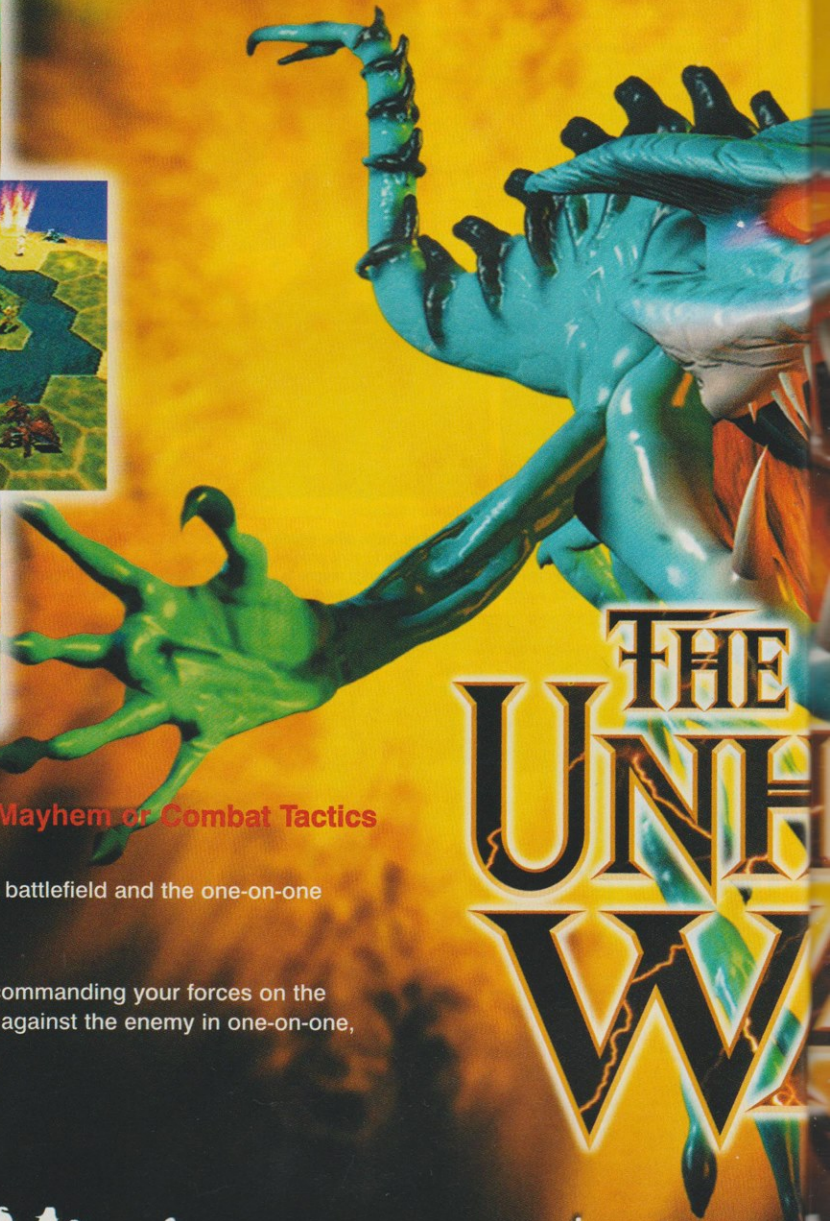


### CONTROL FREAK!

Practical to the exclusion of all else, the owner of this pad puts gaming skills before fashion... game control is everything!



# Shall we think about this...



# THE URGE WAR

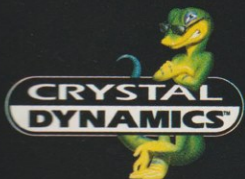
## Two great player modes – Combat Mayhem or Combat Tactics

### Combat Mayhem

Select a team of characters to battle with and a battlefield and the one-on-one battle mayhem begins.

### Combat Tactics

If you fancy some mindgames first, take turns commanding your forces on the detailed 3D strategy maps, then initiate attacks against the enemy in one-on-one, real-time combat.



# Mind games or mayhem



...or just fight?



# UNHOLY WAR

them... you choose!



"An addictive arcade-style two-player 3D combat game."

**Official PlayStation Magazine**

"A remarkably compelling experience."

**Edge**

"An exciting mix of action and tactical play."

**PlayStation Power**

"Imagine chess. Except much more violent. Much more fun."

**PlayStation Plus**



**EIDOS**  
INTERACTIVE



# BATTERY POWERED!

BeetleBorgs, James T Kirk and 'real' sports games fight for space on our jam-packed Battery Powered page.

BY DRIVEN GADGETS, GIZMOS AND GAMES...



## BEETLEBORG

This is Chromium Gold BeetleBorg. (modelled in imitation chromium gold er... plastic)... all round good guy and scourge of the evil Crustaceans. When not kitted out in full chromium gold armour, he and his BeetleBorg mates are three seemingly average kids - Drew, Jo and Roland - who inhabit a comic world. This action figure stands a proud 30 centimetres off the table-top and uses different data input cards to create lots of electronic blips and flaps. With his Metallic Lancer and Data Laser he'll snap those Crustaceans like a twig!

Price £19.99 Call Bandai: 01489 790944

## VIRTUAL WARRIOR

"Roar... I am Ronin (rub-a-dub) Dub. If even one of you suggests I'm a Tamagotchi who's been working out, I'll er... get really angry!" Ronin-Dub and his unsightly mate Khrome are virtual warriors who can be linked together with a cable and put to battle. A range of death dealing cranks appear in their belly-mounted TV, including Droid, Femalien and the disturbingly named Masculus Erectus. Equip them with a variety of weapons and get battling!

Price £14.99 Call Blutech: 01628 500309



## TAMAGOTCHI ANGEL

I think we've said it often enough, but for new readers, we'll make our position very clear... all Tamagotchis deserve to meet a very nasty fire/hammer/frying pan-style end. They should rot in the bowels of Satan's own dustbin. The thing is, the Tamagotchi Angel is a celestial being equipped with halo and everything (bless!). But, it's still only a virtual chicken with a harp!

Price £10.99 Call Bandai: 01489 790944



## SPORTS FEEL GOLF

This is the first of our hand-held games that require a bit of sporting interaction. Play a one or two-player game of golf, and just like any good golf-sim, the display tells you how far you have to shoot, the wind direction and the type of club you've selected. Press the swing button to power up your stroke power bar and then it actually demands a bit of calorie expenditure. Just as in real life (well almost) you have whip the club over your shoulder doing your best Tiger Woods impression.

Price: £19.99 Call Tiger: 01423 501151



## POWERED UP!

We're swimming in battery powered toys, gadgets and gizmos here at GM Towers. Chris (actual size) got lost under the landslide of plastic, bleepy action figures and Cathy's taken up medicine, Star Trek-style...

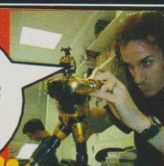
### Marcus Says:

"I CAN PRACTICE MY SWING IN THE OFFICE BEFORE MEETING TARRY, BRUCE AND MY SNOWBIZ PAIS ON THE GREEN."



### Les Says:

"I LOVE IT! JUST LIKE ME, HE'S HARD AS NAILS! RIGHT MR BEETLE, SIR... SHALL WE PRACTICE THAT WALTZ AGAIN?"





## ANACONDA

Can you really squeeze all the excitement of an old arcade game into a key-fob? The answer is obviously no, but then again can you squeeze an arcade cabinet into your trouser pocket? Well then! This takes the *Caterpillar* theme but replaces the multi-limbed bug with a deadly snake. Slither round the screen avoiding the walls of your 'cell' and gobble up scraps of food.

Price: £7.99  
Call Bandai: 01489 790944

## ACTION MAN SECRET MISSION ORGANISER

This little bundle of goodies has something for you and your 'mad-less man of action. While he gets a pair of plastic binoculars, mobile phone and laptop computer (whoopie!) you get a neat electronic personal organiser. Guarded by a secret password, only you can gain access to mission notes and the names and addresses of your contacts. (Note: unless you actually are a secret operative, this can also be used to store your mates' phone numbers!)

Price: £19.99  
Call Tiger: 01423 501151

## DATA BONDER

This Scarab-looking hunk of electronic wizardry would normally be found in the hands of Chromium Gold BeetleBorg (opposite). Quite what a 'Data Bonder' does, is beyond us. We have worked out that it beeps and flashes green and red lights! Three data cards produce different sound effects.

Price: £12.99  
Call Bandai: 01489 790944

## STAR TREK TRICORDER

There are people... adults... with respectable jobs, who spend their weekends dressed as Spock, Kirk or chatting away in Klingon. These are very sad and potentially dangerous people. Avoid them at all costs! If you have a less terminal fascination with the Star Trek universe, then you might like to get your hands on this medical tricorder. It features three bleepy sounds, backlit display panel and a handheld scanner. Not everyone's cup of Federation tea but our Cathy loves it!

Price: £16.99  
Call Bandai: 01489 790944

## SENTURION SYNERGIZER

The fact that Power Rangers dress like pizza delivery men and still put fear into the hearts of their enemies, means they must be packing some heavy hardware. This three-way morphing gun, sword and er... square flashy thing is just one example of their arsenal. 'Zoiks... stop flashing those lights! Give up!' shout their knock-knee'd adversaries.

Price: £19.99  
Call Bandai: 01489 790944

## FISHING CHAMPION

Hey up, it's fishing without the potentially image trashing side effects of maggots, damp trousers and permanent mackerelly hand odour! Unbelievably, Fishing Champion is actually top fun, largely thanks to the fact that it comes as a rod-shaped game complete with clicking reel and vibrating rumble effect when you land something. The LCD graphics are confusing but you can move your boat to different locations, use 20 types of lure and jerk your rod like a deranged fool when you get a bite. Get it for your Dad, nick it back off him and make those fish breathe our air whether they like it or not.

Price: £19.99  
Call Tiger: 01423 5051151

### Matt Says:

"TRANSPORTER SOUNDS AND A LIGHT MAKE THIS FUN FOR THOSE WITH 12 BRAIN CELLS OR LESS... I'LL NEVER BE BORED AGAIN!"



### Cathy Says:

"IT'S A MIRACLE OF SCIENCE! I CAN SCAN MY EYES AND WORK OUT IF THEY'RE RADIOACTIVE!"



## CAPT. JAMES T. KIRK

Standing on a transporter plinth, this is one of the commemorative Star Trek Transporter Series. Get any one of a number of the original cast in mid-transmogrification. Kirk's transparent, glittery legs are already on the planet Zog awaiting their next adventure, while his podgy torso is still on the USS Enterprise chatting about dilithium crystals.

Price: £16.99  
Call Bandai: 01489 790944



# DON'T JUST READ ABOUT IT... EXPERIENCE IT!



## FORMULA 1 '98

PSYGNOSIS' BRAKE-BURNING SEQUEL ROARS OUT OF THE PITS  
PSM HAS THE WORLD EXCLUSIVE REVIEW

### ALL NEW 16-PAGE TIPS SECTION!

PREVIEWED! **TOMB RAIDER 3** • **BRIAN LARA CRICKET** • **ACTUA SOCCER 3** • **POOL SHARK**

BUST A GROOVE • **MEDIEVIL** • **DUKE NUKEM: TIME TO KILL** • **UNHOLY WAR** • **TENCHU** • **VICTORY BOXING 2** •  
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## ISSUE 38 ON SALE MONDAY 5 OCTOBER



# WEBMASTER

YOUR GUIDE TO THE BEST IN ON-LINE ENTERTAINMENT, LET'S SURF...

## SITE OF THE MONTH!



### What's it about?

The masters of the 2D beat-em-up and their games. Everything you could possibly want to know about the company that introduced us to the world of survival horror in *Resident Evil*, and how to make dozens of games out of one idea like *Street Fighter*. Any new Capcom release is a big event in videogaming and you can find out what's going to be released and when, straight from the horse's mouth on this site.

### What's on there?

All the information you could ask for on all the *Street Fighter* and *Resident Evil* games, along with a big UK exclusive section and a sneak look at what you can expect to see in your local arcades soon. Humongous amounts of artwork all over the place (it's easy to turn this stuff into mini SF icons on your PC). And of course, for all you cheat lovers out there, you can get your hands on tips, codes and moves for all the games. That all makes this a really valuable site.

### What's it like?

Image-rich but fast loading. Capcom's site would be worth a visit for the cheats alone. But throw in all the info on new releases, and even a chatline where you can swap tips with fellow Capcomites all over the world, and there's plenty to keep you coming back. Try out the *Marvel Super Heroes* Concentration as well.



### Best Bit?

Those cheats and guides, even for the old 8-Bit games, and the artwork is great too.

### Worst Bit?

A bit corporate. Could do with more input from the actual games programmers.



### Typical Quote:

"Capcom gets a lot of mail from fans, asking if they can help us out in designing our next *Street Fighter* or *Mega Man*, or just asking us to make a game for them personally. Unfortunately, Capcom is not able to accept outside game ideas (lots of icky legal mumbo-jumbo goes on here). We're always glad to get fan mail and art, but please don't be crushed if we can't make a *Street Fighter* vs. *Mortal Kombat* game for you, or if we don't use your *Mega Man* robot submission." You can send them to Les here at GM, though.

**SCORE 93**

## HOT LINKS!

**Happy Puppy**  
<http://happypuppy.com>

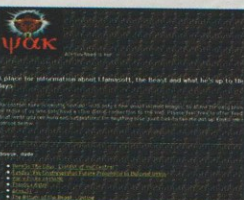


Who needs real friends when you can talk to people like this?



US-based cyber magazine covers news on the latest PC and console games and it features one of the biggest cheat sections we've ever come across. Throw in some reviews and downloads of PC demos and, we think you'll agree, it's worth becoming a regular visitor. It also offers discounts on games too.

**Yak's Zoo**  
[www.magicnet.net/~yak/zoo.html](http://www.magicnet.net/~yak/zoo.html)



**Zach's Rag Rag**  
<http://home.earthlink.net/~zmest/magazine.html>

A hysterical look at the goings on at our magazine cousins in the US. Find out all that's going on and, more amusingly, all that's going wrong in the US. It's a very gossipy but well written site that always raises a smile. You'll also notice a few familiar names from the history of GM appearing in here on a regular basis.



**N64 Code Library**  
<http://www.flash.net/~mfry/n64/codes.htm>

Cheat sites don't get a lot more comprehensive than this one. We couldn't think of any games that weren't featured on here and it's fast to look through as well, meaning that in just a few cheap BT minutes you can download the entire library - making you the envy of your friends. The ultimate N64 cheat site? Without a doubt.



**Game Nexus**  
[www.gamenexus.com/](http://www.gamenexus.com/)

The usual batch of downloads and news, but what makes this site special are the cheats and the biggest cheat area of any games site we've seen. Top cheats, secret characters and general gaming gossip all get exchanged on a regular basis.

## NET KNOWLEDGE!

The Internet is a place of rumormongering, a hotbed of cheats and tips and plenty of juicy gossip about games that are under development. This is just some of the stuff we learnt on the net this month...

Ken has no weakness against any character. His spin kick, uppercut, and fireball keep him offensive and defensive. No character in *SF3 2nd Impact* is like this. Ken's the best when played properly. From Videogame Gossip <http://members.tripod.com/~box/>

Square/EA have told us that there are no plans to bring the *Final Fantasy* series to the new Sega Dreamcast system. No doubt Square have something else up their sleeve.

**Videogames Times**  
<http://www.vgt.com/>

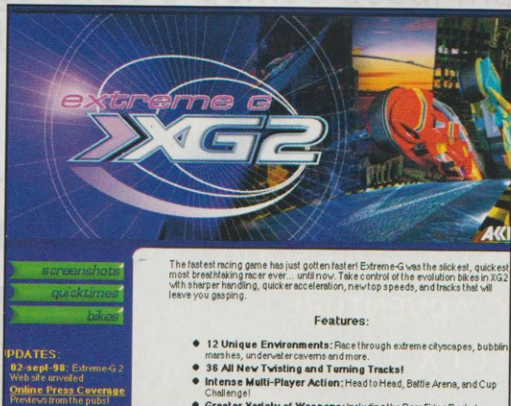
We hope that you'll enjoy your stay here - kick back and relax, as that's how we all are here at Square USA. Also, download a quicktime movie of *Final Fantasy 8* to see what the fuss is all about. No news on Dreamcast yet. **Square USA**  
<http://www.squareusa.com/>

## DOWNLOADS!

**Acclaim Nation**  
[www.acclaim.net/games/extrem](http://www.acclaim.net/games/extrem)  
[e62/index.html](http://e62/index.html)  
**Extreme G-2**

If you thought the first game was fast, just wait until you see what they've done with the sequel. And wait you will. This monster-download, 'quicktime' movie takes ages to fire up but will leave you breathless when it does.

If you can't handle the wait though there are plenty of screenshots that show off the new bikes, tracks, weapons and graphical effects. And while you're on Acclaim's site, you may as well sneak a look at the latest *Turok 2* pictures and find out what's going on with N64 horror-fest *Shadowman* and record-breaking wrestling game *Warzone* while you're at it.







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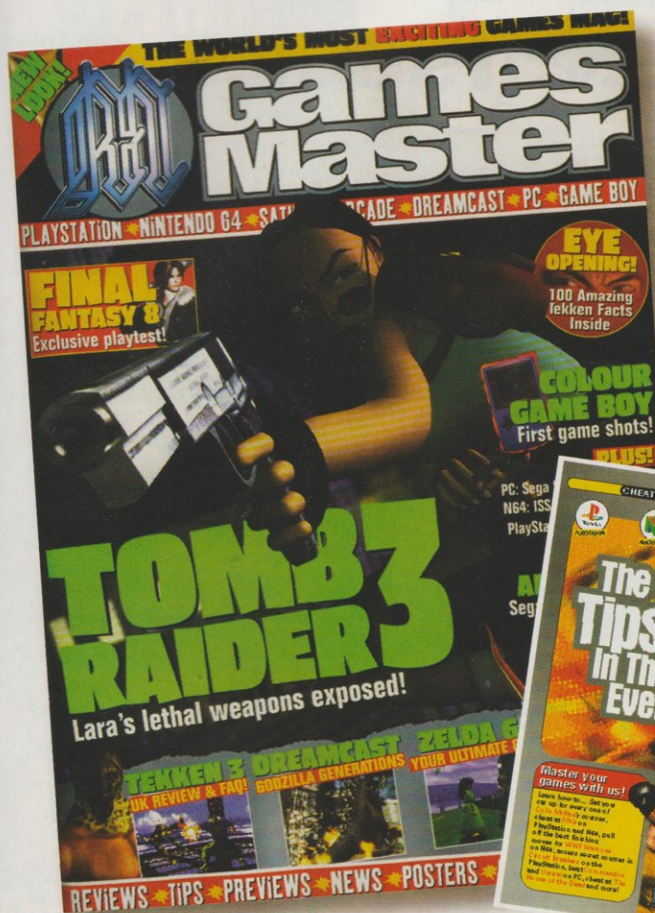
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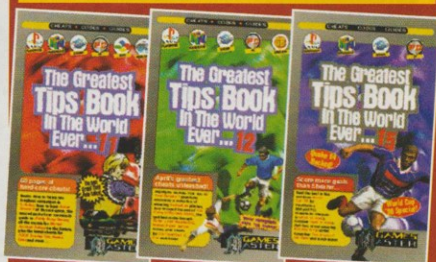


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### TIPS BOOKS



They're not called 'The Greatest Tips Book in the World Ever...' for nothing, you know. These books are what helps GM readers stay one step ahead of lesser gamers. Cheats, codes, tips, guides and walkthroughs on THE hottest games, spill from GamesMaster's pen on to the pages of this fine series. If you're serious about games, then you've gotta make sure you're a regular reader of these tips book, free with the issues indicated.

**HOTLINE: 01458 271114**

**#73**  
SEPT 1998

The first new look, 132-page GamesMaster is packed with Tekken 3 goodness. There's a massive preview of Tomb Raider 3, the new Game Boy Colour, and D2, Sonic Adventure and Godzilla for Dreamcast.



**#72** How to beat Gruntilda, and get those Jiggies and Jingos on Banjo-Kazooie. First shots of Tomb Raider 3 and we give you all the information on the Next Gen consoles in our special guide.



**#71** Forsaken gets the GM tips-treatment... if you've got the game, you'll need this mag. It's also got the biggest E3 report, first news on Final Fantasy 8 and a massive Banjo-Kazooie review.



**#70** Gran Turismo races into Tip-erary with a massive guide to the game. A stinking great preview on Metal Gear Solid and the massive Gamers' Bible with every UK game reviewed... get it in!



**#69** Resident Evil 2 gets tipped to death... if you're still struggling in Raccoon City you'll need this guide. Also previews of Parasite Eve and Turok... so, if you haven't got it, why not?



**#68** If you're going to get Tekken 3 then this mag's got an in-depth playtest with all the secrets and bosses. There's the first part of our Res Evil 2 guide and a massive footy supplement, too!



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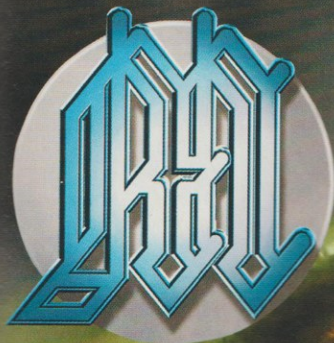
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## TUROK 2

The beast's back. And this time it's hi-res... Get the GamesMaster review next issue.

**PLUS!**

- New Dreamcast games
- Arcade show report


**FOOLPROOF WAYS TO GET THE NEXT ISSUE...**

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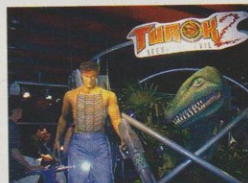
## ECTS

YOUR GUIDE TO EUROPE'S  
**BIGGEST**  
COMPUTER GAMES BASH...



▲ *Turok 2* was one of the big attractions on Acclaim's stand. And the dancing girls.

away to a darkened, air-conditioned room where you're shown a top secret game, and that was the case with the debut of Sega's Dreamcast, whose European unveiling was restricted to invitation-only showings in a hotel nearby.



### WHY IS IT IMPORTANT?

It's where the movers and shakers of the European gaming industry get together and plan the future of interactive entertainment. Top developers meet with games publishers to discuss titles they're working on, while the very latest versions of top new games – like *Crash 3*, *Messiah*, *Tomb Raider 3* – are playable on the giant stands that pack Olympia for the three days of the show. We get to play the games you'll be after soon and let you know what they're like.



▲ Guess what game this is promoting? It's from Nintendo and it's on page 78...

▼ Each game publisher competes against the others with lights, colour and sound.

### WHAT IS IT?

The European Computer Trade Show is a trade only event attended by games developers, publishers, journalists and shop owners. It's been running for almost ten years and is an expo dedicated to videogaming – imagine a car boot sale, with boots as big as houses, packed with TVs, game systems, meeting

rooms and dancing girls. That's, ECTS. This year it was held at the London Olympia and ran from Sunday 6th to Tuesday 8th Sept.

### WHAT'S IT REALLY LIKE?

Hot feet, banging head and a bellyful of meetings with games developers and publishers. The first thing that hits you is the heat, closely followed by the sound of a thousand TVs and monitors having it large with 10,000 Gigawatt sound systems. "Eh?" is a word you often hear, but not clearly.

The UK games scene – the largest in Europe – is what drives this show, so there are stacks of new titles to try out on the large stands that pack out Olympia's halls. Sometimes you get whisked



▲ Sony's stand was as big as a mansion, each big game having its own room. Here's a life-size Jin.



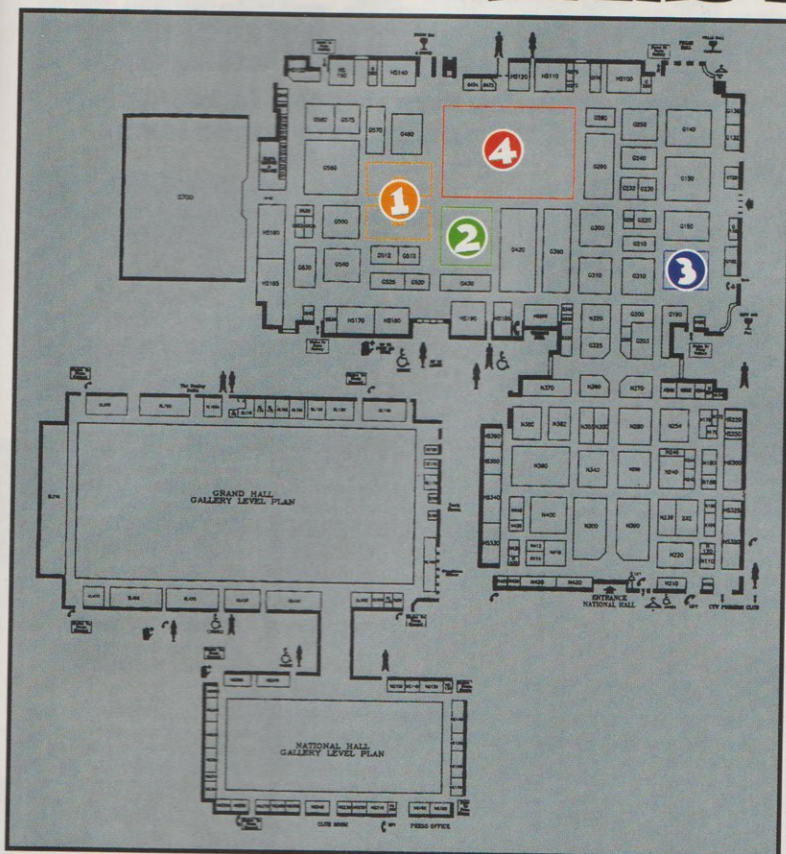
▲ Roll up! Roll up! Gents, get your photo taken wiv the *Fighting Force* birds!

◀ Olympia's packed end-to-end, floor-to-ceiling with giant stands.





# HERE'S YOUR GUIDE TO THE TOP CROWD-DRAWERS AT ECTS '98



## TOMB RAIDER 3 ①

FORMAT:

PUBLISHER: EIDOS



▲ Walking down from the front entrance of Olympia, you couldn't help but have your eyes pulled towards the Eidos stand. But two 50-foot Laras? Dang, that's too much...

Every year the Eidos stand sucks in crowds of sweaty men in suits, queueing to have a picture snapped with the 'real' Lara Croft or fighting over T-shirts being chucked out by the *Fighting Force* lay-dees. Good job *Tomb Raider 3* is shaping up

to be a tightly-coded entry in the Lara Croft series. At first we were worried that the game wouldn't match all the hype, but thankfully, there are plenty of new features and a good balance between the puzzle-solving and action-packing elements.



▲ The in-game lady in her new Antarctica cammo pants. Stop firing at us, you minx.



▲ Lara's impressive breast flamer will be taken out of the final version.

## METAL GEAR SOLID ③

FORMAT:

PUBLISHER: KONAMI



Konami's stand had a constant queue snaking around it, with people eager to see the impressive seven minute *Metal Gear* film. The 'cinema' was fronted by a metal garage door affair, complete with red flashing

light to let you know you were about to be let in. You could also get a quick go on the game itself once you were locked inside, but as we already had our copy in from Japan we didn't bother. Instead, we had a go on two fantastic N64 games - *Hybrid Heaven* and *Castlevania*.

## JET FORCE GEMINI & PERFECT DARK ④

FORMAT:

PUBLISHER: RARE

Both of Rare's goi-gous new 3D N64 adventures were running on video and immediately refreshed anticipation for them. *Perfect Dark*, decked out in the glorious *GoldenEye* engine, is already one of the most talked about shoot-em-ups, even though its release date is still 'sometime in 1999'.



▲ *Perfect Dark*: A hi-res mode, like *Turok 2s*, would be a stunning prospect.



▲ *Jet Force Gemini*: Another eye-catching game from the team at Twycross...

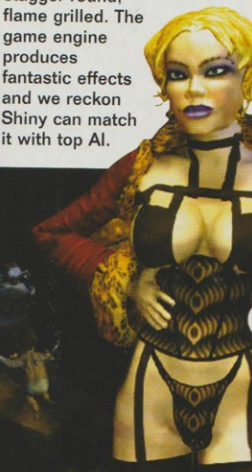
## MESSIAH ②

FORMAT:

PUBLISHER: INTERPLAY

Shiny Entertainment's body-possessing romp-o-rama is dazzling, if a bit grim and murky. The latest PC version at the show featured a good sample of the action with Bob the cherub slipping into

the spines of enemy guards and sending them into all manner of painful experiences. Our favourite was making them walk into fire then watching them stagger round, flame grilled. The game engine produces fantastic effects and we reckon Shiny can match it with top AI.

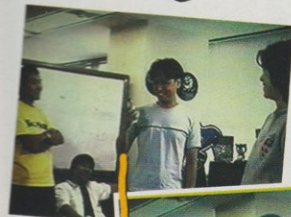






# SONIC TEAM GO LOCO IN ACAPULCO!

At the recent *Sonic Adventure* launch ceremony, Sega showed a brief movie, *The Sonic Team Story*. And here it is. So grab a bucket of popcorn as we take you on their journey to Ancient America...



▲ "Hey, guys, you know how mad I am, right? We'll get a load of this - I stare at a beer mat..."



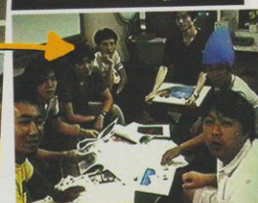
▲ "... and - ker-schwing! - I get a Sonic-like helmet of hair (snigger)!"

◀ "Yeah, youm's just very, very crazy aren't you, yer divot?"

▶ Sonic Team originally travelled to America in November 1996.



▲ Here's Yuji Naka, the game's producer. He arrives at Sega's HQ in a red Ferrari.



▲ Music from the movie *Austin Powers* plays during this bit of the story.



▶ Yuji Naka shows off a living, breathing Dreamcast to his team. "Oh boss, it feels sooooo good."



▲ The boys soon blended into Peru's scenery. Stare at this pic and watch them disappear!



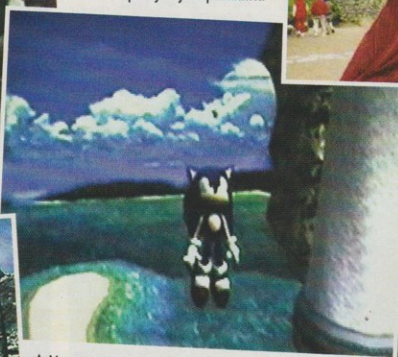
▲ The team climb the Tulum pyramid in Mexico...

▲ "We shall live on this island on our own boys, and breed ferrets."

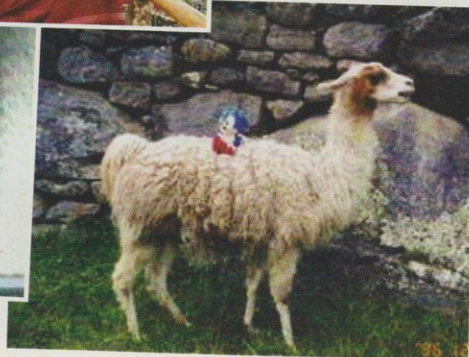
▶ "Gottle o' geer, gottle o' geer. Who's a pretty boy? Squuuuawk!"



▲ "Pappa! Pappa! Come queeckly, there's a blue skunk tryeeng to steeel our wata!"



▲ Many different scenes in the game are inspired by famous locations, and the movie flicks between the two.



▲ ... then the film shows Sonic doing the same thing (although he's a bit faster)!



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Dear Newsagent: Total Film is available from your local wholesaler.



## What you've got to do...

Mmm... Dreamcast and *Sonic Adventure*! But who would be your dream cast for *Sonic Adventure the Movie*? Take a look at the *Sonic Adventure* preview (on page 24) and decide which actors or actresses YOU would cast for each part. What about Rolf Harris as the little blue fella and Scary Spice as Dr Robotnik? YOU decide, send your entries to us and tell us why you've chosen them. If you make us laugh like a drain, the Dreamcast could be yours!

Send your entries to  
Big Competition #74,  
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- The closing date for the competition is the 30th Oct 1998. Get thinking!
- The competition is not open to employees of Future Publishing, their families, friends or pets.
- The judges decision is totally final.
- Be funny (think about what might make us laugh) or you don't stand a chance.
- We are almost totally impervious to bribery!

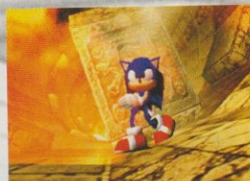


# WIN A DREAMCAST

## PLUS!



# SONIC ADVENTURE







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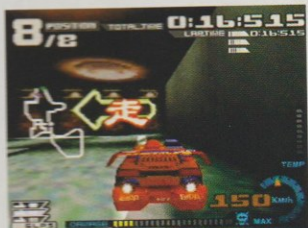


# G-MAIL



The state of Nintendo's software support, the new look GM and Les' new horror RPG.

COME ON STICK YOUR FEET UP AND LET'S TALK GAMES...



## Don't make me angry!

Dear GM,

I'm writing to you to tell you how disgusted I am with the standard of games coming out on the N64. Programmers for the console continually fail to use the 64-Bit machine to its full capacity and are producing games that wouldn't even rival the Mega Drive!

With the sort of quality games that are coming out for the PlayStation, the programmers for N64 should be ashamed. So come on guys, get your act together and start producing more games like *GoldenEye 007* and less like the truly awful *Cruis'n USA*.

Damian Connolly, Monaghan

Don't hold back! Get all that hate and anger out! Now take a deep breath... in, out, in, out. Repeat that whenever you get the urge to rant on about Nintendo games. If that doesn't work, take up a soothing hobby like basket weaving.

## No support!

Dear GM,

It appears to be nearing decision time once more as regards console choice now that Sega have unveiled, what initially appears to be, a high class piece of equipment. Their success, I think, is going to depend on the price of their games and their attitude to third party programmers. The most powerful of the available machines is the N64, but it's weakened by poor support from smaller developers. Sony have got it right, games like *GTA* are a pleasure to play and the PlayStation's true power is only just being realised, with *RE2* and *Gran Turismo*, and their future is looking really bright.

By the way do you want to know what I think is the best footy game ever? *ISS Deluxe* on the SNES! It's a bit primitive, I agree, but easy controls, fluid gameplay and the right amount of managerial-type options made this, what I think, is the best footy game ever. That's why I kept my SNES and *ISSD* when I bought my PSX (which I love).

And finally a question about chipped PlayStation and gold/blue CDs. What are the benefits and drawbacks to getting my PSX chipped, eh?

James Moan, Newry

Interesting... The first two letters this issue have some hard hitting messages for Nintendo, but will they listen? *ISS Deluxe*

as the best footy game ever, eh? We're sure a lot of readers'll have other ideas.

As far as chipping your PlayStation goes, you have to realise that you lose your warranty. That means Sony will accept no responsibility for your machine. On the other hand, you will be able to play a range of imported games.

## Final rant, you see?

Dear GamesMaster,

I am a fan of *Final Fantasy 7* and Adrian Bartour from issue 70 game me quite a shock when he said *Final Fantasy 7* was crummier than *Panzer Dragoon Saga*. Did *Panzer Dragoon Saga* sell 5,000,000 copies in Japan? I think not! Where the hell's *Tomb Raider 2* and *Resident Evil 2* on the Saturn? There are hardly any games for Sega's machine.

I think that I recorded the best time



possible on *FF7*, what's the record?

1. When's PSX 2 coming out?
2. When's *Final Fantasy 8* coming out?
3. Will it be any Good?

Thank you GamesMaster.  
Olly King, Basingstoke

1. Not till 2002AD at least.
2. Christmas in Japan but we'll have to wait till Christmas 1999 to see it here.
3. We expect it to be fantastic... see issue 74 for a massive preview.

## No 3D ability!

Dear GamesMaster,

Why do the people who make games for the PlayStation never succeed in making a fully 3D platformer? I've had my PSX for over a year now and I'm starting to get annoyed with game developers. Month after month we get promised a *Mario-beater*, but all the

platformers that I've played on the PlayStation have had nowhere near the freedom that you get with *Super Mario 64*. Why can't game developers pay a little bit more to get a decent 3D platformer on the PlayStation? I really hope *Spyro the Dragon* lives up to expectations... knowing our luck it'll probably end up being another *Croc* or *Gex* clone.

I think you lot at GM should become game developers because you seem to know how to make a top platformer.

Steve Hanlon, Glasgow

Is it true Les Ellis is starring in *Res Evil 3*?

*Spyro* is already starting to look eye-peppingly good. There are going to be plenty of PlayStation magazines heralding it as this year's *Mario-beater*. If you want a totally impartial review of *Spyro* there's only one place to come, GamesMaster.

Les in *Res Evil 3*?

No, but he will be starring in his own game called *Les Evil...* it involves the mysterious GM virus and an army of mutant games reviewers all feasting on chocolate bars and fizzy drinks while listening to bland 80s guitar-based rock. Sounds bad, eh? Take a look at the first character from this potential block buster.

## Get strategic!

Dear GM,

I'm fed up with these so called 'Official Strategy guides', I can't believe how shoddy and inaccurate some of them are. Recently my brother bought an Official Strategy guide to *Deathtrap Dungeon* which cost a hefty £10. At first glance it appears to be very detailed with up to ten

coloured pictures per page. When it's used in conjunction with the game, it proves to be a pile of cack and useful only around 10% of the time.

Some of the differences are only minor but in places like the *Spire*, it tells you to look out for Spiders, Warrior Priestesses and silver swords... all of which I failed to notice.

What's worse, whole levels seem to be missing, the *Quarry* for example. Then it lists levels in the wrong order. Why doesn't someone pull their finger out, eh?

David Scoggins, Bourne

It's worth taking a good look at some of these guides before you buy to make sure that they really have the information you need in them

## Second-hand blues...

Dear GM,

A few weeks ago I bought a copy of the amazing *Banjo-Kazooie* for the full price of £49.99. When I fired it up in the N64 there was a saved file called 'Gobi's Valley'. Not realising that this was a game that someone else had already played and saved, I went straight to it and found myself halfway through the game, having missed learning how to do the special moves. When I worked out what had happened I was furious because that I'd obviously been sold a second-hand game.

I rang the store and after a 30 minute conversation, the manager finally offered me a new version and £15 of gift vouchers. His excuse was that customers can bring

back games within ten days if they don't like them and swap them for something else. I want to warn GM readers to be on the look out for second-hand games that cost full-price. The only way I found out was because the store was too lazy to delete the saved game file.

Joseph Taussig, Cambridge

## LOVE THE LOOK!

Dear GamesMaster,

I've got to say that I love the new look GamesMaster. Me and my friend Luke ran out to get it the first morning it was out and we read through it again and again. It's packed full of information and the posters are great. The only problem was deciding who was going to get which poster. Thankfully I got the one of Lara on page 17... she's a babe! We can't wait for the next issue... this time we'll have to get two copies to prevent arguments.

Sam Venmore, Steyning

Nice one Sam, glad you like it... we'd love to hear any comments readers have about the new look GamesMaster... good or not so good!





# STAR LETTER

## MOAN, MOAN, MOAN!

Hi GM,

People are always moaning about computer games but computer companies like Sony, Nintendo and Sega are trying to make the best games they can. It takes millions of pages of writing to produce the graphics that go into games like

*Gran Turismo*, *Tomb Raider* and *Res Evil 2*.

How would you like it if you spent months, maybe years making games only to have them slagged off? I know I wouldn't!  
Craig Hosie, Paisley

What? Are you mad? The only way to get decent games is by keeping game developers on their toes. They can't be allowed to get away with sloppy programming! Still we like the sentiment so have a game!

Even this took years to make! Are you really happy to play Pong forever? Didn't think so!

WIN A GAME OF YOUR CHOICE CARE OF THE FOLKS AT GAMES CONSOLE...

01252 810649

Another scam to look out for when you're buying games. If any other readers have been stung by games dealers, strategy guides, useless add-ons or any bit of hopeless gaming tat, then let other GM readers know on the pages of G-Mail.

## Sonic Boom!

Dear GamesMaster,

Help! I'm in a critical situation. I need one more game to complete my Mega Drive collection... *Sonic 3*. OK, the Mega Drive is just about dead and I'm a bit late to get my hands on *Sonic 3*, but I've just found an excellent cheat for it.

Could we make a deal? I'll give you the cheat, if you give me the game? That sounds fair, doesn't it? Do this and I'll swear my allegiance to GM for the rest of my life. I promise!

Robert Cope, London

Keep your cheat and we'll keep our well worn copy of *Sonic 3* on the shelves of GM Tower's vast gaming

library. Instead, take a wander over to page 129 and fill in an ad for a copy of the game in our free readers' ads pages.

## Tell me when, goldarn it!

Dear GamesMaster,

1. Do you have Japanese systems in your office so that you can play import games? If you have, then can you buy import games and tell us what you think of them?  
2. When are you going to get your hands on the Dreamcast?  
3. I'm saving up for a PlayStation, I used to have a Mega Drive before. The thing is, do you think I should wait and save up for the PlayStation 2 or get a Playstation now?  
Nick Wilson, Wherever he lays his hat

1. We do, see the *Metal Gear Solid* preview on page 14...  
2. The January issue of GamesMaster will have news of our new Dreamcast. It's out on the 23rd December so mark it in your diary!  
3. You've got a very long wait for the PS2 and the PlayStation now only costs £99... what are you waiting for?

## That's so un-PC!

Hi GamesMaster,

As an avid reader of GM, I'm really looking forward to the next generation of consoles. But I'm worried that the games industry may not have a very healthy future. My worry stems from the fact that in the September issue of your magazine all but one of the games reviewed were compared to other, better games. It suggests a lack of originality in the games industry. It also worries me that developers aren't prepared to take risks so they either steal ideas from other games or simply release feeble updates of existing games. What's going on?  
Ciaran Mc Gonagle

Yes there does seem to be a reliance on old ideas rather than trying to do something different. That does mean that certain genres are being continually improved so that you're always playing better and better games but it would be good to see some totally new and innovative games out

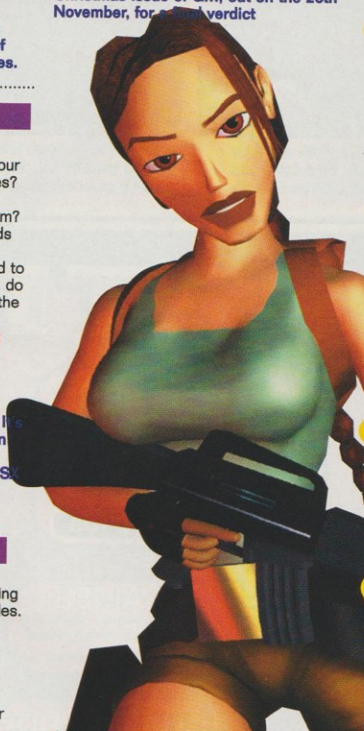
there. But don't be fooled by our reviews. The main reason so many games are compared to other games is because it's a meaningful way of telling GM readers what they can expect from their videogames. So there you go!

## It's all too easy!

Dear GamesMaster,

I'm writing in response to Jane Mugami's letter in issue 72. It's nice to read a letter from a fellow *Tomb Raider* fan. I especially liked her point about girls not being recognised as games players. As for *Tomb Raider* being too short... well if she really thinks that, she must be one hell of a player. It took me ages, there were times when I thought I was never going to finish it. My favourite bit was when Lara got conked on the head and had to escape from the Oil Rig... Anyway I must dash, I feel I'm married to Lara these days  
Richard Minor, Shropshire

A married man, eh? Lucky you... Yep, we don't think anyone could accuse *Tomb Raider* of being too short. Good on you for admitting to the nation that you struggled trying to finish it! We'll be getting our hands on a finished *Tomb Raider 3*. First impressions are that it's great, but wait till the Christmas issue of GM, out on the 26th November, for our verdict



# GIMME ANSWERS!

## BROKEN SWORD 3?

Dear GM

On the Internet it says that *Shadow of the Templars* is the first game in the *Broken Sword* trilogy. So what's the third game?

Harvey Robinson, Somerset

We think you've got your facts mixed up here we've only played two *Broken Sword* games...

## TEKKEN THE MICK?

Dear GM

Someone said there's already a *Tekken 4* on the cards. Are they having me on?

David McCloskey, Mitcham

There's some info on the Net but all the pictures are mocked up and having a lot of people fooled.

## BRIAN LARA ON PC?

Dear GM

When's *Brian Lara Cricket* coming out on the PC?

K. Sutton, e-mail

Check out preview on page 22, it's coming out later this month...

## BIT OF A PROBLEM!

Dear GM

Can you tell me what BIT the new PlayStation and Sega consoles are going to be?

Timmy Reason, Harrow

You need to read our section on the next gen consoles from issue 72... but they'll be 128-Bit.

## NINTENDO FREEBIE?

Dear GM

When are we going to see those *Godzilla VMS* things over here?

Michalis and Ben Kirimidis  
Try next Autumn!

## YOU GOT WORMS?

Dear GM

Is *Worms 2* ever going to make an appearance on the PlayStation?  
Ben and Makepeace Calne  
Team 17 say, "No!"

# AND REMEMBER...

## YES, PLEASE!

**YES!** Tell us what makes you mad and what makes you puke with joy.  
**YES!** Games that you think are good, bad and plain ugly.  
**YES!** What do you think of the new look GamesMaster, then?

## PLEASE... NO!

**NO!** I've got a school project to do... will you do it for me?  
**NO!** Can you send me loads of free stuff then, GM?  
**NO!** Anything better directed to an agony aunt or shrink.

G-Mail GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW

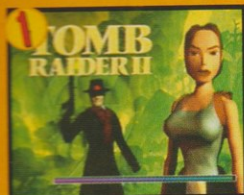


## DISBURBING GAME MOMENTS

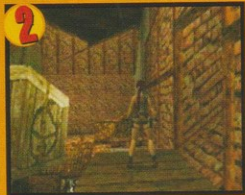
They're sick. They're twisted. They're going to give you nightmares. And worst of all, they don't necessarily belong exclusively to horror games. We're talking disturbing moments here. The bits in games that you don't want inside your head.

Have you experienced a Disturbing Game Moment? Share it with us by writing to: Disturbing Game Moments Department, Amusement Park, GamesMaster Future Publishing, 30 Monmouth St, Bath BA1 2BW.

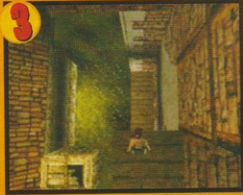
### DISBURBING GAME MOMENT #03



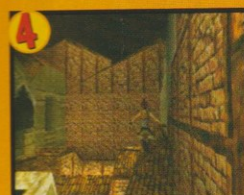
▲ **Tomb Raider 2** - Lara's adventures may be action-packed but they're not legendary for being scary - until now.



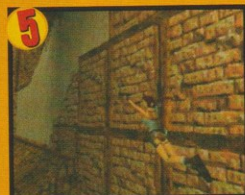
▲ Venice, a beautiful city, but one that hides a bone-crackingly disturbing moment for a roof-bound Lara.



▲ Looking down will leave you giddy. That's a hell of a long way to fall, but that jump doesn't look too far, does it?



▲ **TR2's** running jump has to be one of the most precisely-timed moves in any 3D platform game.



▲ Lara flies through the air with the greatest of ease. But that platform is starting to look a little too far away.



▲ Missed. Lara plummets to her death, with legs broken all over the place and twisted in ways they never should be.

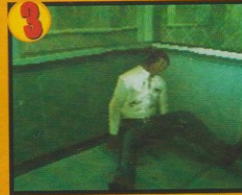
### DISBURBING GAME MOMENT #04



▲ How much time have we spent on *Metal Gear Solid*? It's tense, it's action all the way, but it's also disturbing.



▲ You're getting tortured. Pretty disturbing, eh? But there's much worse to come when you've resisted.



▲ Locked in a cell with a corpse. Oh, and there are a load of maggots eating the poor old sod. But, it gets worse.



▲ Focus on this poor guard and you'll notice that he's not well. That curvy last night must have disagreed with him.



▲ Ouch! He's doubled over with pain. He should have taken some Kaoline and Morphine this morning.



▲ Those rumblings must have gotten really bad as he runs off holding his backside to the nearest toilet.

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# CART BOOT SALE!

Sell games, buy ones you've always wanted, make some dosh out of that old console or find a GM penpal. It's free with our new reader ads...

Got a frying pan to sell? Need a second-hand motor? Want to swap your council house? Well, you're in the wrong mag. Try Exchange & Mart, instead. Nope, this is the place to sell and swap games, offload your old console, find a classic game, advertise your fanzine and make contact with other GM readers. And best of all, like sunshine and trees, it's completely free!

Simply write your ad on the form below (or use a photocopy if you don't want to cut up your copy of GM) and we promise we'll print the ad in the next available issue. If we get loads of ads, your entry might not appear for a few months but we will print it eventually. Don't delay, send one in today! And other catchy slogans.

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Please write your ad in the boxes to the right using your clearest block capital handwriting. Keep one word to a box to save our eyesight. Remember to include either your address, telephone number (with dialling code) or e-mail address so people can get in touch.

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Listen here and listen good. We'll only print private ads. Trade ads will be escorted to the door by a burly security man. Ads for pirate software aren't allowed and will result in you doing chokey. If you're under 18 please get your parents' permission before placing or replying to ads and make sure you're allowed to include your home phone number. And remember, we can't be held responsible if some dodgy bloke cashes your cheque and doesn't send you the goods.

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# KING OF THE PARK

With this tips-packed magazine by their sides, GamesMaster readers are some of the best gamers on the planet... so prove it! Take the King of the Park challenge and you could make the GM Hall of Fame!

## CHALLENGE #02 ISS '98

### The Dribble from hell

Choose a team, any team. Then select a normal one-player Vs CPU game. Now for the challenge. Get the ball and take it to your own touch line (ie. the line where your goal stands). Now run hell for leather, dribbling the ball as you go to your opponent's line. You don't have to score, but you must avoid being tackled. We want to see who can do it in the fastest time and which player they used to do it... easy(ish).



## CHALLENGE #03 X-MEN VS STREET FIGHTER

### Beat da Boss

Last month, in our Masterclass section, we showed you how to beat Apocalypse. He's not easy, but using that guide you should be able to do him by now. So to prove how good you are (and how good our Masterclass was) we want you to go ahead and duff him up. Record it and send it in. Whoever manages to do in the least time, with any character, will prove themselves to be the toughest X-MVSF player alive. If the time is drawn, the player with the most energy left wins.



## CHALLENGE #04 GB

### WORLD CUP '98

#### Three's Company

We hereby challenge you to win the World Cup in style. All you have to do to complete this challenge is win every game in the tournament (qualifiers and finals) by three goals to nil. No more, no less. If your opponents score, you lose. So get your Game Boys out and start that footballing now.

## THIS IS THE LAW!

- Time Trial entries are only accepted if accompanied by videotape.
- No cheat cartridges or gameplay aids can be used (and we know how to detect if you've used one. Don't even think about it).
- You can enter as many challenges as you like... the more the merrier.
- Unfortunately, we can't return any of your tapes... that's life.
- Include your name, address, age and time achieved with your entry. Put a photo in too, if you want to be in the mag.
- All games must be PAL versions.

## 00HIGH00SCORES0000

If you think you've defeated a game and clocked up the biggest possible score, write it on this form and send in some proof (a photo or short video of the high score table will do). Include your name and address over the next few months we'll be building up tables of the most impressive gaming feats. So any score or time on any game is acceptable. Go on, impress us, we dare you.

NAME	
ADDRESS	AGE
GAME NAME	
SYSTEM	
HIGHEST SCORE/BEST TIME	

Send your entries in to King of the Park • GamesMaster • Future Publishing • 30 Monmouth Street • Bath, BA1 2BW

### GM PHOTO TIP

To take a photo of your TV or PC screen make sure you use a fast film, preferably a 400. Close the curtains and turn off the lights to make sure there is no glare on the screen. You won't need to use a flash.

### GM VIDEO TIP

Connecting your console to your video isn't as tricky as it might sound. Plug the RF out plug from the console (the one that normally goes into the back of your TV) and plug into the RF in socket on your video (the one the lead from your main aerial normally goes in). Tune a spare channel on your video until it displays the image from your console on the TV (make sure the TV is switched onto the video channel). Stick the tape in the machine and hit record.



# AND ON THAT BOMBSHELL...

You've been reading The World's Most Exciting Games Magazine. We've seen some storming games in development and anything that's about to hit the High Street has been tested by Britain's most opinionated reviewers. GamesMaster, Code Girl and our Games Sponges have given you the best collection of multi-format cheats, tips and guides... All that crammed into a massive 132-page mag. Time to face our challenges until the next issue of GM hits the shelves...



#75 - FRIDAY 30TH OCTOBER



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